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Nintendo®

MAGAZINE SYSTEM

ISSUE #27

JUNE '95

**ULTRA 64
SPECIAL**

First screen shots!!!

NBA JAM
Tournament Edition Guide

JUDGE DREDD

The Latest News on
**MORTAL
KOMBAT 3**

exclusive
sneak
preview

PLUS
**Front
Mission**

TRUE LIES

BRUTAL - PAWS OF FURY

**Itchy &
Scratchy**

DESERT STRIKE

Mega Man



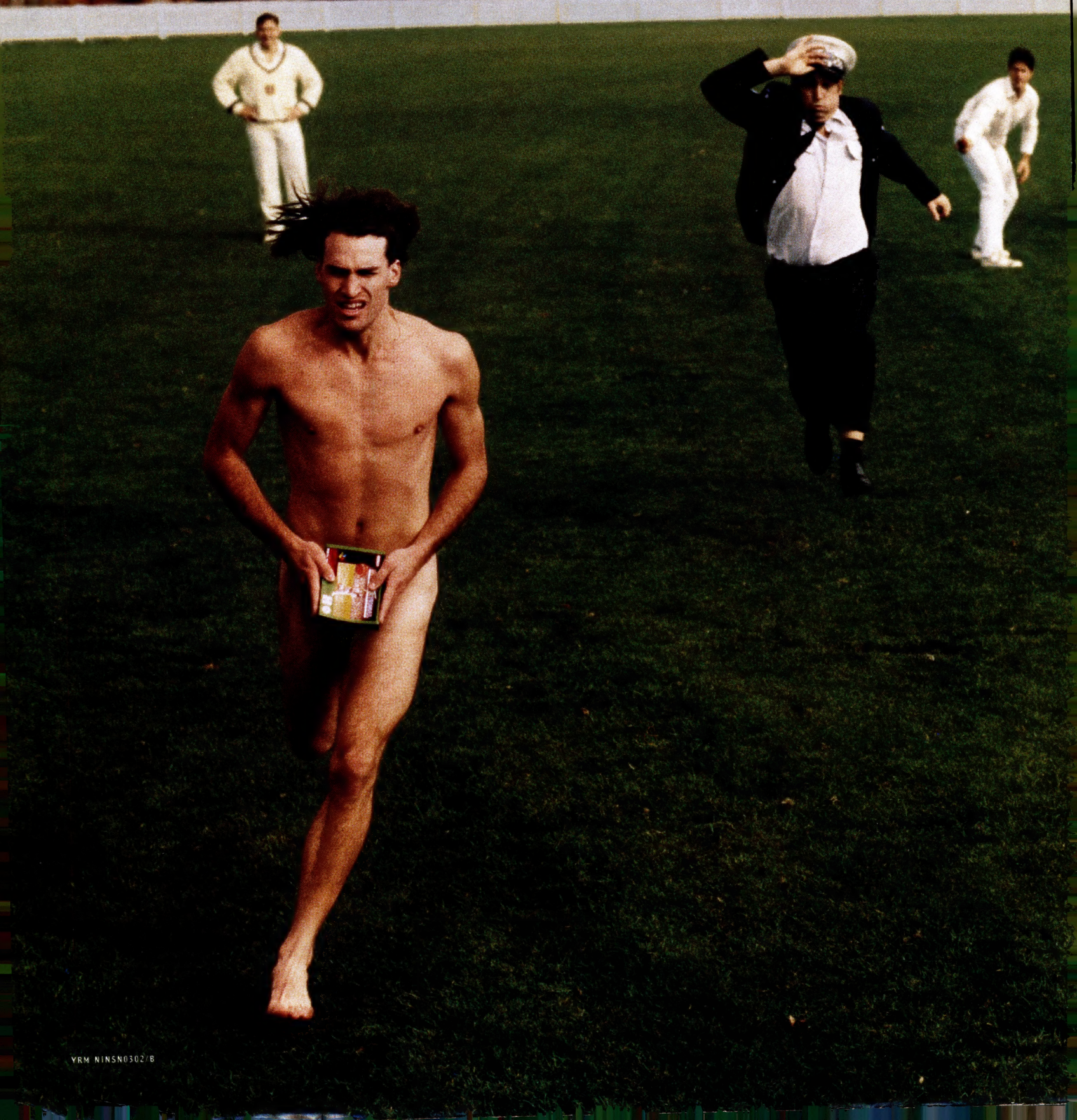
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ALL THE EXCIT OF THE REAL G



MENT AME...



Almost. There's eight
super-real international teams
(complete with reggae band).
Deep square leg, fly slip, leg
gully and silly mid-ons.

Stump Cam for close-up action.

One day, World Series or an
epic Test Match. Just pad up
and start wielding that willow.

New Super International Cricket
for Super Nintendo has all the
cricket action bar the stalker.

You can hook, drive, cut, slice,

dice and julienne. Solo or
against your fiercest friend.

Don't pull a hammy though,
it's your turn next to field.

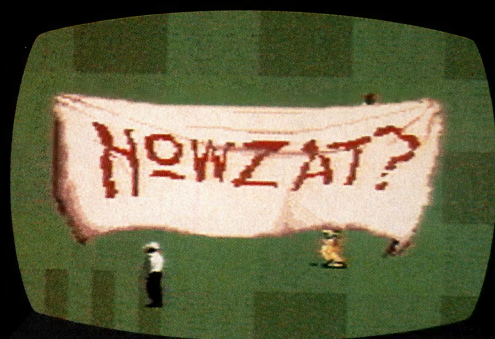
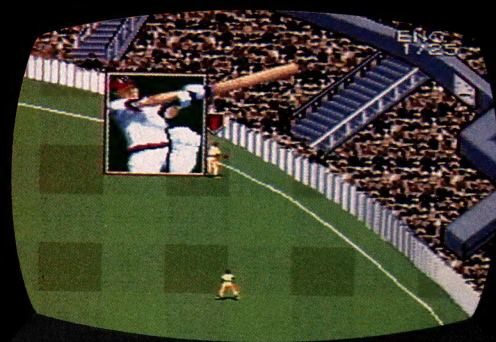
If there's life in the wicket,
send in your fastest bowler.

If there's turn in the wicket,
adjust your set. A dead wicket?

Pray for rain.

Be warned though, the game is
so real, you can play for five
days and no one wins.

Great.



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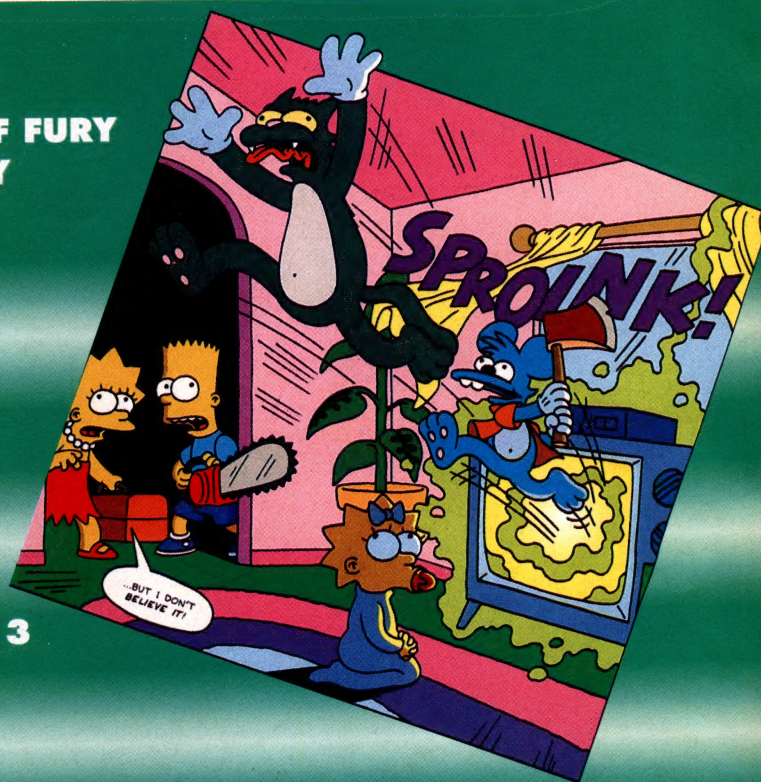
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NINTENDO PEOPLE SYSTEM

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A LEGEND IN MY OWN LIFETIME

Mary 'It's Very Difficult To Work Out Who Writes These Every Month' Gillespie

GETTING A BIT FLUFFY

Andrew 'Still Needs A Haircut' Iredale

LEADER OF LEGIONS OF DSV FANS

Monsieur Skull

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MOUNTAIN CLIMBER (BUT NOT REALLY VERY GOOD AT IT)

Rod 'Getting More Than A Bit Pork Pie' de Martin



THE FRONT PAGE

BOREDOM CITY

I have been contemplating the state of the gaming nation (with the assistance of a rather large platter of pavlova sandwiches), and the thought has occurred to me that really it's the lack of original ideas that really #\$\$%^*s me off the most about game developers.

Let's face facts, you think things are starting to get bad when Pac Man is released for a gaming console which is slightly more sophisticated than a toaster with joypads, but then you start to look around and realise that just about every beat 'em up is a Street Fighter or Mortal Kombat wanna be; while every platform game tries to out-cute Mario.

Why is it that, if they thought they could get away with it, most game developers would tart up Pong a wee bit and release it? It's bad enough that Space Invaders got released for the Game Boy, and sure, hey maybe ten years ago it was a great game, but really, do we need it now?

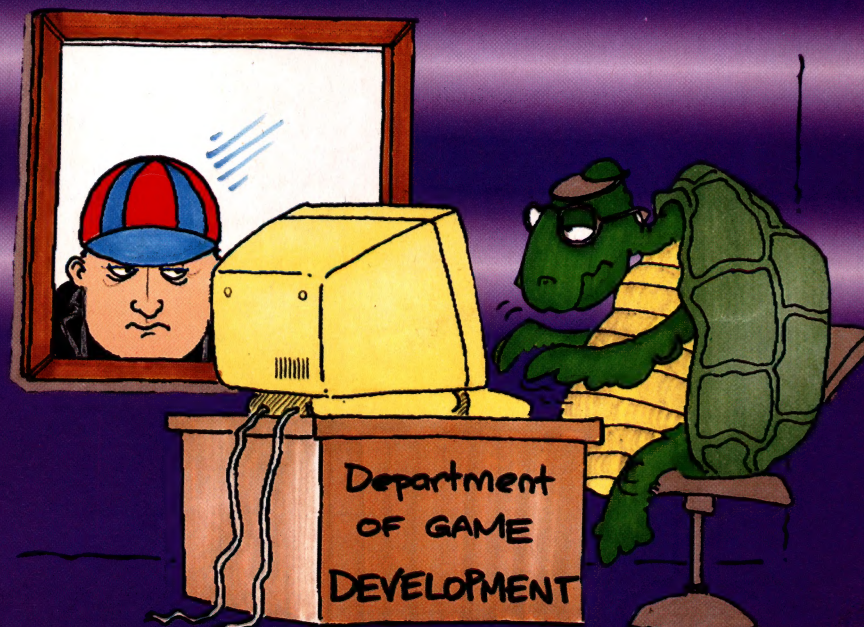
Well now here's an interesting and different

idea. Why don't game developers try to think up a new idea for a game??? So, rather than a game development session starting with "Gee fellas, how can we get a few more polygons into a Pilotwings clone? And what do reckon we should call it? Maybe Fighterwings?"

How about starting a development meeting with: "Well lads, we've done platform games, we've done shooters, we've done beat 'em ups, let's do something different!" And after the game designers have picked themselves off the floor and been treated for shock, even if one of them came up with a you beaut, dunny-cleaning puzzle game I almost wouldn't care. At least it's a different idea.

Sure, some game developers give it their best shot, but an unhealthy percentage seem quite happy to sit back and tweak the design on a game that was originally put out a decade ago, then release it as the game of the year. And, quite frankly, I think it's time things started to change.

Illustration by Derek The Drop-Bear



NMM



NINTENDO NEWS NETWORK

STREET FIGHTER III AT LAST

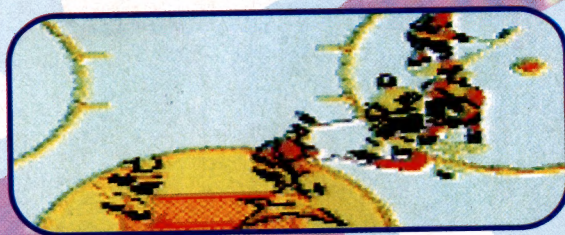
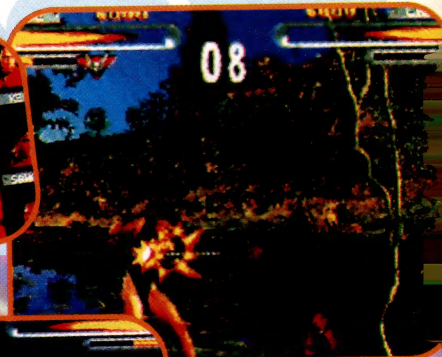
After an eternity of waiting, Capcom has finally seen fit to grace gamers across the globe with the sequel to the much revered Street Fighter II. Street Fighter III: Shenanigans In Shadaloo is the fully digitised live-action beat 'em up based upon the movie starring Jean-Claude Van Damme. All the fighters and backgrounds have been video taped and digitally transferred to the game making this one of the most realistic games you've seen yet!

Despite the overhaul in the graphics department, the gameplay remains more or less the same as past Street Fighter games and each fighter has a 'Super' gauge which builds up depending on the number of hits landed and allows the fighter to unleash a devastating Super Combo upon his or her opponent. All the old moves and combos are there, so players familiar with SFII will have no problem jumping straight into the action, although there are plenty of new moves and many hidden secrets to search for.

put a virtual window in your eye

Nintendo's Virtual Boy may prove to be more than meets the eye if plans by Reflective Technologies go ahead. The company has developed blue and green LEDs (Light Emitting Diodes) which, when combined with the existing red LEDs in the Virtual Boy, give a full colour RGB display. Not only will this allow for full colour Virtual Boy games, but it could turn the Virtual Boy into a sophisticated head mounted display unit which can be linked up to the Ultra 64 for virtual reality games. All that would be needed is motion-sensing equipment which could be provided as an accessory upgrade or as a revised version of the Virtual Boy. Nintendo has yet to make any official announcement about this, but you can be certain that it has all sorts of tricks up its capacious sleeves.

Unfortunately, not all the characters seem to have made the upgrade. On the player selection screen of the preliminary version of SFIII we saw, both Blanka and Dhalsim from the original SFII are missing, as well as new challengers T Hawk, Dee Jay and Fei Long. Why this is so is a mystery, however to compensate players can now select Akuma, Captain Sawada and a previously unheard of character called Blade who appears to be some sort of cyborg with extending limbs. There was also an empty space which may be for a hidden character, but who knows what secrets will end up in the finished game!



NHL

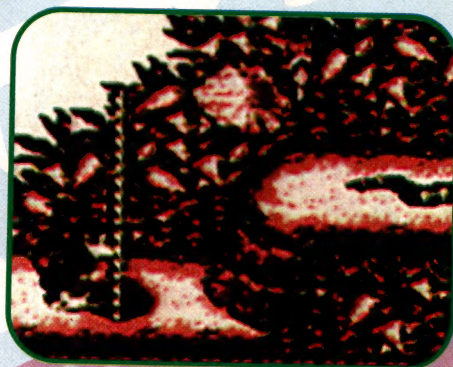
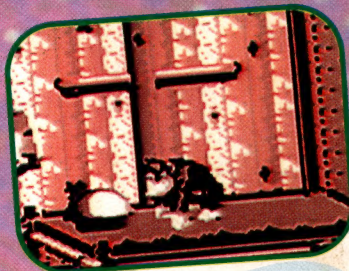
There aren't many hockey games on the Game Boy. In fact we can only think of one, the not-so-hot Blades of Steel, but all hope is not lost, for T*HQ is in the final stages of putting EA's NHL '95 in the hands of mobile hockey fans everywhere. Surprisingly, it looks to have turned out all right, with nicely animated and decent sized players sliding about the ice. T*HQ has also done Game Boy conversions of FIFA Soccer and John Madden Football and we'll do our best to coerce Raoul at Metro Games to release them all before the end of the year!

Donkey Kong Dilemma



Damn and drat! You should have been playing Donkey Kong Land on your Game Boy by now, but unforeseen delays, ie. "reprogramming" and "debugging" have seen this top title held back some months as while the game looked great on the Super Game Boy, viewing it on regular Game Boys wasn't so good. Originally intended to have been released early in the year, Donkey and Diddy will be out 'mid year' on the Game Boy, according to Nintendo, which could mean any time from now until eternity.

Another game which Nintendo will be holding back until it's ready for the masses is a Diddy Kong game for the Super NES. Rare, which developed the ground-breaking graphics of Donkey Kong Country, has turned its attention to Donkey's sidekick and you can expect to see another rendered ACM extravaganza shortly before Christmas.



DEEP SPACE TIME

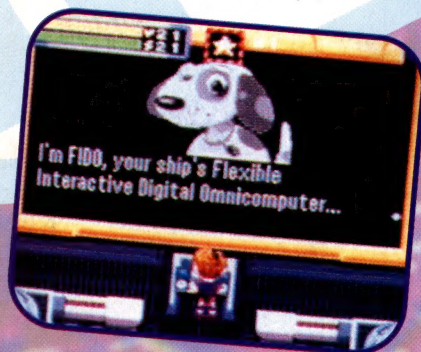
After the rather disappointing Star Trek Next Gen game, gamers in search of intergalactic intrigue may prefer to focus their sensors on the forth-coming game based on the Star Trek Nine: Crossroads In Space. Billed as an "action/adventure role-playing game", Deep Space Nine has been developed by a bunch of foreigners somewhere in Europe and although the game is viewed from the side, don't expect DS9 to be another mindless platform game. Hopefully it will turn out to be an engrossing game of exploration which takes advantage of the possibilities provided by the show's scenario, but you'll have to wait until next month to find out.

Meanwhile, back at the ranch...

The team over at LucasArts has something of a reputation for churning out top quality original games and the next product destined for the Super NES looks set to follow in this tradition. As we mentioned last month Big Sky Trooper could be described vaguely as Zelda in space, but it's much more than that. Exactly how much more, we can't go into detail about, but with a central character named Jack Spudtop going up against a baddie called Slug Lord, expect anything to happen! The producer of the game is some geezer called Hal Barwood, who happens to be the man who produced the original Monkey Island game. Now, you may not have played any of his games in the past, but those who have will tell you that they are always excellent, being full of nuts and goodness and with extra helpings of fun!

LucasArts has also announced its first game for the Ultra 64.

Not surprisingly, it's a Star Wars game and it's rumoured to be set twenty years after the original trilogy and may feature a digitised Mark Hamill as a middle-aged Luke Skywalker! The game itself will possibly be a combination of X-Wing-style flight sim and Dark Forces ground assault action. We can hardly wait!



EVERMORE

One category of games that there never seems to be enough of is RPGs. The Japanese love them, in fact more Super Famicoms have been sold for playing RPGs than for any other reason, but only in the last year or so have developers made an effort to get English speaking (read American) audiences hooked. Squaresoft, one of the biggest RPG developers in Japan, has recently started work on an RPG aimed specifically at Americans and it's being developed at Square's offices in Redmond, Washington, just down the road from Nintendo Of America's headquarters.

The game is called Secret Of Evermore and it's not the sequel to Secret Of Mana as some mags have suggested. Mana 2 is actually being developed by Square in Japan and should be out by the end of the year. Secret Of Evermore is set in a virtual world spawned from the

MIGHTY MORPHIN' NOSE GOBLINS

Here's a game for Stimp and the rest of you eediot's out there who can't keep your fingers out of your facial orifices. Yep, there's enough magic nose goblins in this game to satisfy an army of cousin Svens!

Boogerman is a new breed of super hero. He relies not on lasers or cosmic rays to fight crime, but good old fashioned snot! Through 24 megabits of flatulent swamps and snot-filled lakes, Boogerman flings and flicks his bodily extrusions all over the place in his crusade against evil. But apart from the vast quantities of fluro green mucus, Boogerman is remarkable in that the animation slimes along at a fair rate of 24 frames per second, comparable to that of video. This high rate, combined with the 1,500 frames dedicated to Boogerman alone, mean that this should be one slick game indeed!



imagination of one Dr. Sidney Ruffleburg, but, alas, things have started to go wrong, as is often the case when scientists start tinkering around with forces beyond their control. Fortunately, a small boy and his dog happened to stumble across Evermore and are the only hope to restore the natural balance. Or something.

The game takes up 24 megabits of memory and contains four worlds which are broken up into roughly ten areas each, with each area being up to thirty screens in size. Make no mistake, Secret Of Evermore is a big game and Nintendo won't let you forget it when the game is released later this year in America, with a Pal conversion to follow soon after.



Worm in Space

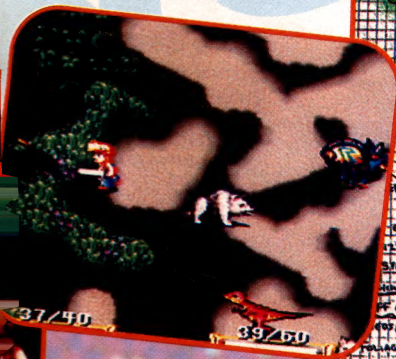
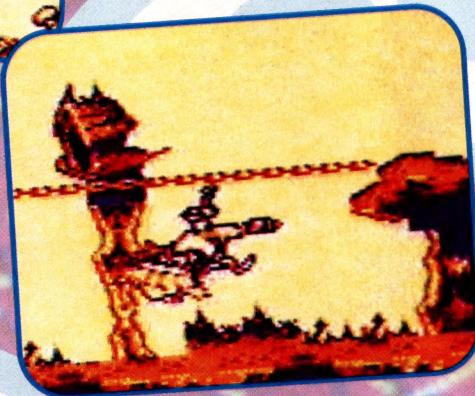
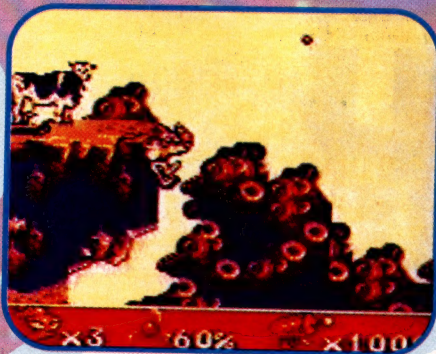
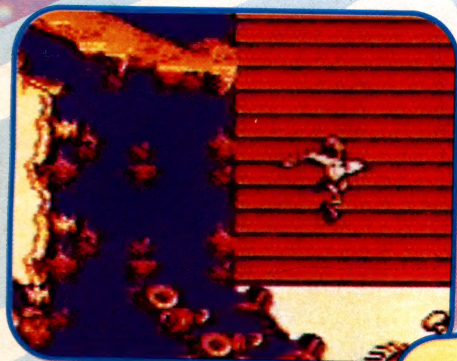


Stand by for Earthworm Jim-Boy! The most popular worm in the world is due to appear on the Game Boy this June in a conversion of the smash hit Super NES game. The four megabit game promises to feature all but one of the levels from the original game and should otherwise be identical. Even the cow launching is in there! Earthworm Jim is also being converted to run under Microsoft Windows '95 for PCs - so now people stuck in offices everywhere can enjoy Jim's famous space suit-related exploits!

The creators of Earthworm Jim are hard at work on the sequel which will feature even more bizarre worm-related mayhem and is due out in the States in October. Shiny Entertainment is also working on a one-on-one fighting game which is promised to take fighting games to

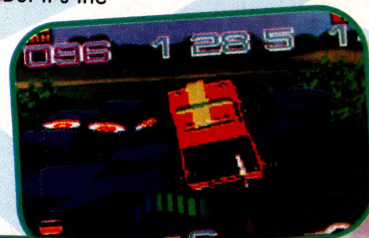
new heights, incorporating both 2D and 3D graphics and featuring interactive background elements that can be picked up and used during the fights.

Still in Shiny territory, the team headed by Dave Perry recently signed a deal with Activision to develop a state-of-the-art 2D and 3D game engine which will be used by Shiny and Activision to develop games for all formats of the 'next generation' consoles. This will not only allow Shiny to crank out more top-notch games, but it will give Activision, which has been rather quiet on the game development front lately, a chance to regain its status as a major player in the video game industry.



vrmm, ... vrmm ...

Sure the Ultra 64's the machine everyone's waiting for but there's still plenty of life left in the old Super NES yet. We had Donkey Kong Country last year, but we can also expect to see the next generation of SFX chip games. There'll be Starwing 2 this year as well as Elite's rather nifty looking new driving game, Dirt Racer with its combination of normal racing circuits, stunt tracks and even puzzle tracks. Start out hooning around the gentle inclines of the British circuit before heading to the Australian outback for a bout of serious suspension bashing. But it's the third series of tracks, in Alaska that really promise to really test your mettle behind the wheel. There is no



news yet as to an Australian release but we will keep you posted.

comp winners

EGGCITING

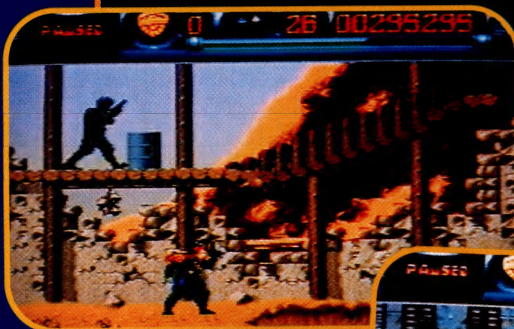
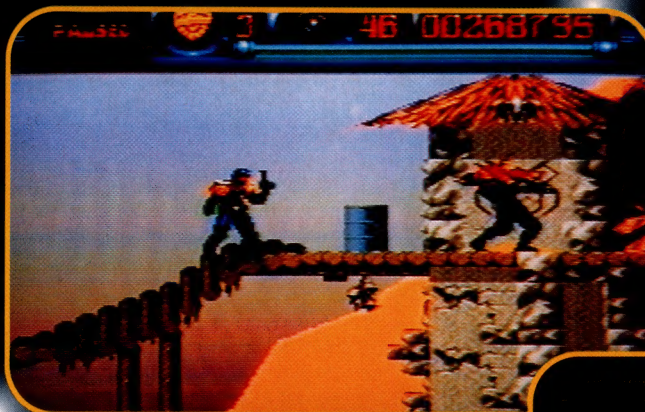
Mark Russell, North Haven SA; Peter Garcia, Mortdale NSW; Stuart Pelgrove, Westbourne Park SA; Jane Pisan, Gnowangerup WA; Liam Carroll, Sunnybank Hills Qld; Martin Holley, Queanbeyan NSW; Anthony Olsen, Deception Bay Qld; Kim Burton, Goulburn NSW; Cameron Horn, Oakey Qld; Stefan Blanchard, South Perth WA.

In the future there are over 800 million citizens living in Mega-City One. With 90% unemployment, crime is rife and every citizen is a potential criminal. To control crime Judges patrol the streets, dishing out instant justice to all perpetrators, or 'perps' as they are known. Judge Dredd is the toughest Mega City One Judge and is feared by all law breakers. He is the Law and you'd better believe it!

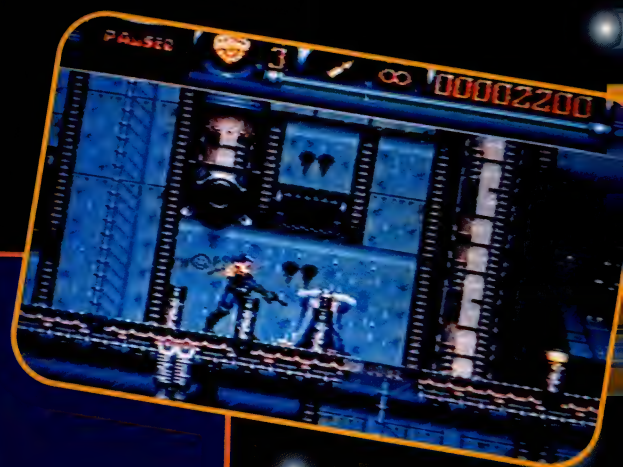
STRIP SEARCH, DROP 'EM!

The game covers all levels of Mega City as well as the surrounding Cursed Earth wastelands, where gangs of hideous mutants roam looking for fresh flesh. Dredd must make his way through over a dozen levels, fulfilling a number of missions which range from securing the Aspen Penal Colony to the eventual confrontation of Dredd's evil clone brother Rico. Along the way Dredd has to deal with all sorts of creeps, including the likes of Mean Machine, Chopper and the sinister Dark Judges.

Judge Dredd has been developed by Probe Software and the game is a multi-stage platform adventure broken up with Mode 7 Lawmaster bike chases. Dredd himself is quite versatile, being able to walk, run, crawl, climb and swing all while sentencing perps with his Lawgiver pistol which contains every sort of ammo you could ever want, from homing, to ricochet, to incendiary!



JUDGE DREDD

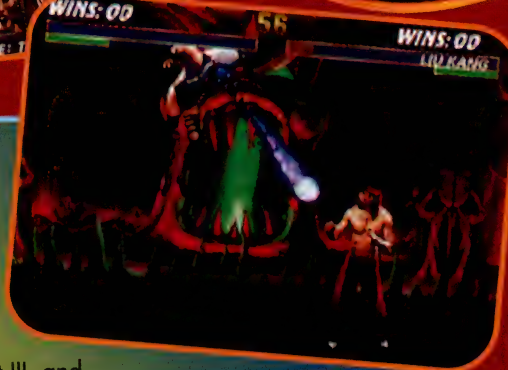
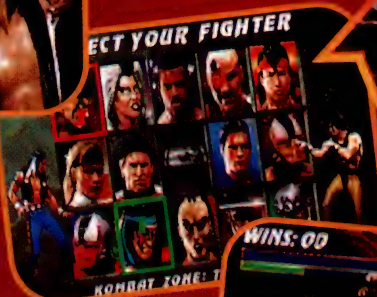


18 YEARS CREEP, MOVE!

Judge Dredd first appeared in the English comic *2000 A.D.* back in 1977. Dredd was originally conceived by writer John Wagner and drawn by artist Carlos Ezquerro, with input from Pat Mills. Over the past eighteen years Dredd has sentenced thousands of perps and saved Mega-City One and its population countless times. So popular was his appearance in the pages of *2000 A.D.* that in 1990 *Judge Dredd: The Magazine* was launched to showcase the adventures of Dredd and other Judges of the future. Earthlets in search of Dredd related thrills should proceed to their nearest newsagent and obtain copies of *The Complete Judge Dredd*, a monthly comic featuring Dredd stories from the past. Thoroughly excellent stuff!

MOVE IT PUNK, TO THE ISO-CUBES!

1995 is going to be a very big year for Mega-City One's top law enforcer. As well as the game, due to be released in June, Judge Dredd is set to appear in what will undoubtedly be the year's top film. Starring Sylvester Stallone, *Judge Dredd* the movie is due to open around Australia in the August/September holidays and NMS will be taking an in-depth look at it in the next few months. Stay tuned!



The game you've been waiting for is almost with us. Here's the lowdown on who's back and what's new.

Speed button: To speed up the action there is now a turbo boost available to all!

Secret Codes: There is a six digit code on the matchup screen which can be changed to reveal hidden characters and secrets!

Kano: He's back! Frustrated at being chained up during Mortal Kombat II, the renegade Kano is furious and has vowed to take out anyone in his way!

Sonya: By popular demand the female secret agent from the original Mortal Kombat has also been unshackled. This time she's being played by one of the *Playboy* models from NBA Jam.

Shang Tsung: Shao Khan's treacherous lackey is back and again up to no good. What surprises will he have this time?

Jax: Big Jax is back, but something has happened to his arms - they're made of metal! Yep, poor Jax didn't look both ways on the crossing and lost his real arms under a bus.

Kung Lao: The man in the rather sharp hat is back! As with all the other fighters, Kung Lao has had a change of wardrobe but he still wears his most deadly weapon.

Sub Zero: The ever popular ninja also returns! He's left his clan and lost his mask, but he harbours some pretty cool new moves.

Liu Kang: Another familiar face - almost. Back for the third time, Liu Kang is, however, played by a different actor.

NEW CHARACTERS

There are another six controllable characters lined up to take part in Mortal Kombat III, and here's a sneak peak at those which have been revealed.

Sektor and Cyrax: Two Cyber Ninjas replace Scorpion and Reptile and they're hot on the trail of Sub Zero. Each has a number of shared moves, but they both have unique special moves.

Bride of Shao Kahn: The overlord of the Out World is in love! His queen helped him conquer Earth and now she gets to beat up the survivors! Her unique weapon is her flowing white hair with which she can whip the living daylights out of anyone and she is also able to float above the ground.

Night Wolf: Another North American Indian who's been displaced from his tribal homeland, this Indian isn't too pleased about Shao Khan's plans for global domination and has vowed to put a stop to it.

Sword Dude: Another warrior unnamed at time or writing is a bloke who carries a pair of wicked hooked blades! He got beaten up by Shao Khan's minions and is back for revenge. Like everyone else.

Kurtis Stryker: A member of the L.A.P.D. S.W.A.T team who's somehow got caught up in Shao Khan's sinister tournament. He's armed with a baton and grenades.

New Boss: The details about this new character have been kept a secret but it's said to be the most terrifying Mortal Kombat character yet!

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What happens when the world's super heroes have a disagreement over who's turn it is to put the garbage out at the Justice League headquarters? They settle their dispute in the time honoured fashion of a one-on-one fisticuffs! Yep, Superman, Batman, Wonder Woman and their pals are now starring in their very own beat 'em up. It's *Street Fighter - Spandex Edition!*

JUSTICE LEAGUE TASK FORCE

LEAP TALL BUILDINGS!

The Justice League Task Force is made up of six super heroes who have vowed to defend the Earth and its citizens from the ever present forces of evil.

Superman: Everyone knows who Superman is! Mind you, his hair has grown a bit since the Saturday morning cartoons. Get a haircut, ya lousy bum!

Batman: The caped crusader is most adept at leaping around and confusing his enemies with his disappearing tricks.

Aquaman: I though Aquaman was a girl for a second! I mean really, look at those blonde girly locks! I bet he spends hours getting that perm just right.

The Flash: Faster than a speeding bullet ... no wait, that's Superman. Well, The Flash is pretty quick on his feet too.

Wonder Woman: This Amazon babe can hover above her foes before dropping them with a sharp kick. She swings a mean lasso, too!

Green Arrow: A modern day Robin Hood, the Green Arrow still insists on prancing around forests in fancy green tights and keeping a feather in his hat. Macaroni!



WITH POWER BEYOND THOSE OF NORMAL HUMANS, SUPERMAN HAS VOWED TO DEFEND THE EARTH AGAINST ALL THREATS.

WONDER WOMAN USES HER AMAZON WARRIOR SKILLS TO DEFEND HUMANITY FROM EVIL.



Justice League Task Force has been co-developed by Sunsoft and Blizzard Entertainment and is due to be released on the Super NES in July by Metro Games.

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HITECH WORLD

NO. 1 IN AUSTRALIA

REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM

FRONT MISSION

© 1995 SQUARE
© 1995 G-CRAFT

CART SPEC

- BY: SQUARESOFT
- PRICE: TBA
- RELEASE: TBA
- GAME TYPE: ACTION RPG
- CART SIZE: 24 MEG

GAME FEATURES

- NO. OF PLAYERS: 2
- HEAD TO HEAD: Yes
- BATTERY BACKUP: Yes
- CONTINUES: Battery Backup
- OPTIONS: Save/Load game

GAME INFO

- GAME ORIGIN: More RPG action from Squaresoft but based on the traditional wragaming method of taking turns to move, fight, etc.
- GAME DIFFICULTY: Tough
- SCORE TO BEAT: Complete two missions
- ALTERNATIVES: Just about any Squaresoft game and the other top titles from Enix.

GAME CONTROL

- CONTROLLER: Joypad
- RESPONSIVENESS: Good

- X** For information
- A** Menu/execute command
- B** Menu
- Y** No function
- L/R** L: No Function
R: No Function
- S** Start: Starts/pauses
Select: No function

GAME CREDITS

- DEVELOPED BY: G-CRAFT
- DISTRIBUTED BY: SQUARESOFT
- MADE IN: JAPAN
- ARTWORK: © 1994 SQUARESOFT

HOW DOES A MAN SURVIVE IN THE THAT HUFFMAN HAS BECOME?

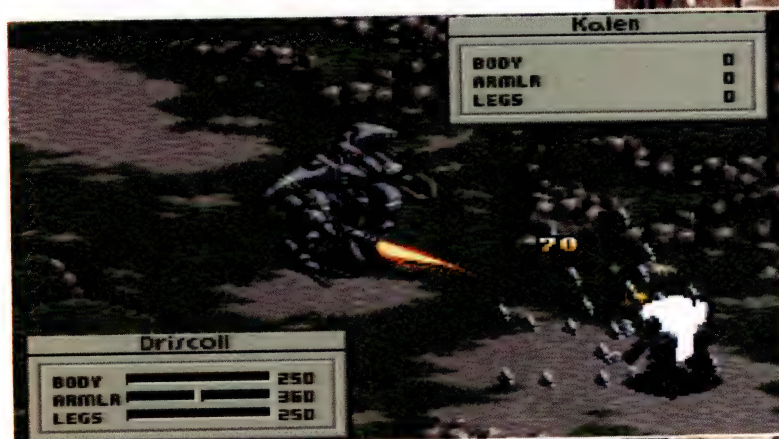
When it comes to role-playing games and vast sprawling adventures, there is only one console worth considering: the Super NES. This is mainly thanks to one company. Their name? Squaresoft.

This firm is practically a deity in Japan owing to the Final Fantasy series of games - immensely deep, fascinating adventures that have really captured the imagination of adventure gamers across the globe. Secret of Mana was yet another Square hit and now those plucky fellows are back with the oddly titled Front Mission.

This game is set in a post-apocalyptic future where the world is in danger of descending into chaos and the real power belongs to the man who owns the most fearsomely armed, most powerful robot.

You take the part of a character who feels partly responsible for the outbreak of war (because he failed to stop a key military target from being destroyed) and have charged yourself with the unenviable task of taking on all the evil-doers. This is not going to be easy, because quite frankly you don't have any money and your robot is pretty rubbish, packing the weediest firepower around.

It's up to you to reverse this situation, become all-powerful and wipe out your enemies. Sounds simple? Remember, this is a Squaresoft product, so expect a long, torturous task ahead crammed with unimaginable hardship, endurance and woe.



(ABOVE) Kalen buys the farm! You get a chance to avenge her when you clash with Driscoll later in the game.



BATTLE ROYALE

The most exciting parts of Front Mission are definitely the isometric battle screens. This is probably because they're essential to the game's progress and allow your characters to gain experience (and thus earn extra levels). They basically involve you and your opponent taking turns, deciding which weapons to use at which points.



FRONT MISSION



LONG RANGE ATTACKS



Potentially the most devastating attacks in the entire game. Your robot fires off missiles which inflict different amounts of damage depending on your pilot's skill and the range involved. If you're in close range, your robot backs off, during which time it's vulnerable to attack.

PROJECTILE WEAPONS



Great for close-range battle. Basically this entails firing off one of your arm-mounted weapons - the most common being raptors (large machine guns, causing lots of small hits) and varying types of siege cannon (one big hit with these muthas).





TARGET

BOSS DATA

Fight	0
Short	0
Long	0
Ability	0
Total	0

YOUR DATA

Unit	5
AT	154
HP	230
Ace Pilot	
GAZDROID Lv.	3

ENEMY DATA

Normal unit	5
Boss unit	0
SUPPLY CAR	0
AT	242
HP	324
Ace Pilot	
Commander Lv.	2

オルソン：
これが我が軍と敵の戦力だ。

COMMENT



RICH

I must be the only Super NES owner in the cosmos who's never played a Squaresoft RPG before, so when this was handed to me for review, I was more than curious. Like a lot of adventures it takes hours to get into, but the theme of huge robots using large weapons to duff each other up with proves mighty intriguing. Like just about any other decent RPG, the name of the game involves building up a suitably awesome range of characters, and in this respect Front Mission more than delivers. Watching your ace pilot go into action is excellent stuff - a real reward for all those hours of gaming you've put in. As I said, I haven't played many Super NES RPGs, so I can't really compare them to this - but I do know quality when I see it and Front Mission delivers that in spades.

COMMENT



GARY

Whilst Front Mission involves more strategy than games like Mana it still exudes quality the likes of which we rarely see nowadays. Very few Super NES games can keep me playing into the morning and Front Mission just happens to be one. Get it now.



(ABOVE) The enemy leader Driscoll and his mech cohorts prepare to launch the first attack on a hapless USN representative.

MISSION

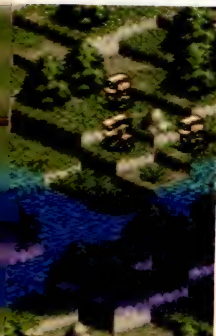


HAND-TO-HAND

If you've spent a lot of your "hard earned" on new arms for your robot, you might want to try out their punching prowess (big damage can be inflicted with a decent right hook!). The problem is, if you're at range, the enemy can get their licks in before you've even got near to them. In which case, you're more likely to miss.

BATTLE MAP

The main game battles take place on these isometric 3D landscapes. During the battle sequences, this screen gives you the overall look of the battlefield (as opposed to the more close-up combat screens). This is where you position your robots, use items, and basically prepare your strategy. And you are going to need one - Front Mission's battles are extremely tough.



ANATOMY OF A ROBOT

Your robot is basically composed of a whole manner of different components which you mix 'n' match to your liking. Here's a breakdown of a decent robot for you to look at.

BODY: Main powerhouse for the robot. You can't have a wimpy body with super-powerful limbs. It just won't work.

ARMS: Choose weak under-armoured arms and you can kiss goodbye to half your weaponry if you sustain one hit from an enemy. Have a decent short-range weapon in each hand.

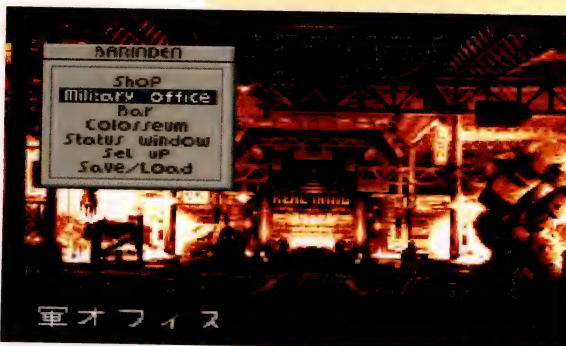
SHOULDERS: You mount your long range weapons on these shoulder pinions. This type of weaponry usually involves guided missiles of some description.

LEGS: You can't take much weight if you don't have strong legs. It's important to upgrade these when you start to get better weapons.

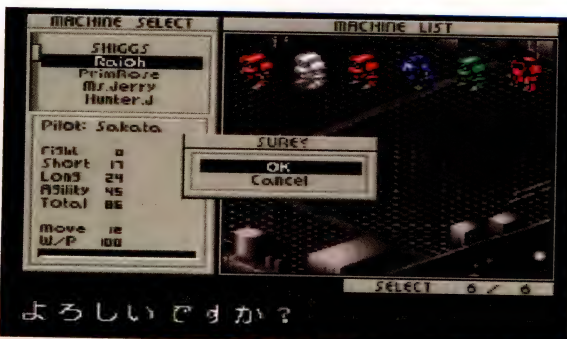


TAKING STOCK

Most of your weapon-buying, information gathering and gladiatorial combat takes place in the game's big cities. This is where you tool up your characters' robots and get yourself down to the local military office to pick up your next assignment. You also save or load positions here (so no, you can't do it in the middle of combat).



(ABOVE) In the cities you can stock up on the latest weapons; parts; repair your mech and earn cash by fighting in the colosseum.



(ABOVE) Before each mission you can select the mechs that you want to use.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				
	LOW	FAIR	GOOD	HIGH

LONG-TERM INTEREST

HOUR				
DAY				
WEEK				
MONTH				
YEAR				
	LOW	FAIR	GOOD	HIGH

GRAPHICS

▲ The battle graphics ooze quality, the static screens are awesome and the mission visuals are functional...

87

SOUND

▲ Absolutely nothing wrong here. Front Mission boasts an excellent array of smart explosive sounds and a variety of absolutely outstanding music. You really need to connect up your hi-fi for this one.

92

PLAYABILITY

▲ No complaints here whatsoever - Front Mission is deep, absorbing and very exciting in combat scenarios.
▼ You miss out on important pointers and tips if you play the Japanese import version.

93

LASTABILITY

▲ An absolutely enormous quest awaits you in Front Mission. Look, it's Squaresoft, all right?

92

▼ The battles might seem just too protracted and overlong for action fans.

OVERALL

Squaresoft hand in yet another superlative adventure, this time with no Tolkien-esque rubbish in it whatsoever. Just robots, explosions and death.

92

PSSST!

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COMIC IS HERE NOW!

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REVIEW

SUPER NINTENDO



CART SPEC

- BY: GAMETEK
- PRICE: \$129.95
- RELEASE: OUT NOW
- GAME TYPE: BEAT 'EM UP
- CART SIZE: 16 MBITS

GAME FEATURES

- NO. OF PLAYERS: 1 or 2
- HEAD TO HEAD: Yes
- BATTERY BACKUP: No
- CONTINUES: Password
- OPTIONS: Loads

GAME INFO

- GAME ORIGIN: Someone said "Let's make a beat 'em up with cute furry animals!" So they made it.
- GAME DIFFICULTY: Easy
- SCORE TO BEAT: Fight Dali Llama
- ALTERNATIVES: Surely you must know by now!

GAME CONTROL

- CONTROL: Joypad
- RESPONSIVENESS: Not great

A Light punch

B Light kick

X Medium punch

Y Medium kick

L/R Left: Hard punch
Right: Hard kick

S Start: Nothing
Select: Pause

GAME CREDITS

- DEVELOPED BY: GAMETEK
- DISTRIBUTED BY: METRO
- MADE IN: USA
- ARTWORK: © GAMETEK

The world's greatest fighters have been invited to the grand tournament on Brutal Island. But instead of big beefy men and women, the lot which has turned up all look like fluffy animals! No matter; they'll pound the stuffing out of each other just the same. There's a bear in there. And a fox as well...

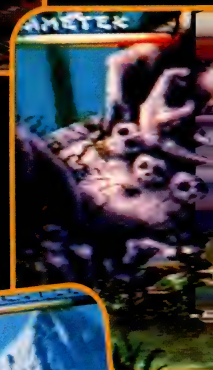


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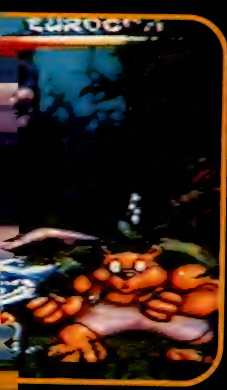
YOU NEED A GOOD BELTING

Just like learning karate for real, you start off as a white belt and advance through the different colours as you defeat opponents along the way. As you progress, the Dali Llama appears occasionally to teach you a special move which your chosen character possesses. The pad/button combinations are revealed and then you get three chances to replicate the move. If you still can't get it after that, you're hand/eye co-ordination must be shot!



BLOW BY BLOW

Victors usually like to gloat; what better way to further humiliate your pal after a round than to subject him/her/it to an instant playback? Unfortunately there's no fast forward or rewind controls, but what the heck. For the statistician, there's also an in depth post-match screen which shows how many punches and kicks you and your opponent unleashed as well as connecting blows to various parts of your anatomy!



COMMENT

If you fancy yourself as a dead hard SFII or MKII player, then don't bother with this as it's really aimed at the youngsters. The cartoon graphics are mildly amusing and the backgrounds are competently done, but the fighters' response varies from okay to sluggish (especially when it comes

to getting out some special moves) and you'll curse when trying to avoid your enemies' faster attacks! In terms of fun it's reasonable; when the speed is cranked up to 'nutter' in the no holds barred two player game there were certainly a few chuckles amongst us. Strategically it's quite shallow as constant low kicks at your foe will get them to kiss the dirt constantly - whole rounds have been won this way! It may be worth hiring a day or two for the kids, but personally I think the Ranma 1/2 or Clay Fighter carts do the job better if something with humour is what you're after.

AMOS

CREATURE FEATURE

The creators have thoughtfully included a brief description of who should play what characters in their hilariously long-winded manual.

Which character fits your profile?

Kung Fu Bunny: For those who are kind and considerate and who find it hard keeping personal resolutions. He fights in the style of 'Relaxed Paw' and has a mean

flash kick!

Tai Cheetah: An expert in Tai Chi Chuan, he can unleash vicious flame kicks and punches. If you're a slacker who is nevertheless devoted to close friends, then this guy's for you!

Kendo Coyote: Recklessly confident and self indulgent types look no further! Like Blanka, he can cannonball his way wildly around the screen!

Rhei Rat: Loners who refuse to deal with others due to their ignorance and stupidity may relate to this chap. Watch out for his frenzied punching attack!

Prince Leon the Lion: Single minded types who'll stop at nothing to even the score may find an affinity with this guitar riffing beast who fights Tan Ku style.

Foxy Roxy: Frivolous, care-free types who can't take anything seriously will enjoy thrashing opponents with Foxy's Whiplash Kicks and Rolling Sweeps across the screen!

Ivan Bear: Do you often wonder why some people want to slack out all day? If it bugs you that much, simply fight as this behemoth and send a whopping earthquake to your opponent and jolt them out of their misery!

REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM

BREAKDOWN

STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				
	LOW	FAIR	GOOD	HIGH

LONG-TERM INTEREST

HOUR				
DAY				
WEEK				
MONTH				
YEAR				
	LOW	FAIR	GOOD	HIGH

GRAPHICS

▲ Cute, decently animated characters. Backgrounds have good depth and colours.

▼ Foreground elements occasionally get in the way.

78

SOUND

▼ Unremarkable music and the sound FX could be beefier.

71

PLAYABILITY

▲ Pretty good fun for the kids.

▼ But do you older lot really want to fight as fluffy animals? A far cry from the depth of gameplay and challenge in SFII and MKII.

72

LASTABILITY

▲ We laughed for a while...

▼ ...and then we stopped. The computer opponents are pretty thick.

66

OVERALL

Not quite brutal, furious or funny enough for my tastes, I'm afraid, but it's definitely aimed at younger players who should enjoy it.

68

REVIEW

GAME BOY



CART SPEC

- BY: OCEAN
- RRP: \$129.95
- RELEASE: OUT NOW
- GAME TYPE: SHOOTER
- CART SIZE: 16 MBIT

GAME FEATURES

- NO. OF PLAYERS: One
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: Password
- OPTIONS: Controls

GAME INFO

- **GAME ORIGIN:** The long awaited Game Boy conversion of EA's acclaimed Saddam buster which first appeared on the Mega Drive back in 1992.
- **GAME DIFFICULTY:** Medium
- **SCORE TO BEAT:** Reached fourth mission the first day!
- **ALTERNATIVES:** The forthcoming Game Boy conversion of Jungle Strike.

GAME CONTROL

- **CONTROL:** Game Boy
- **RESPONSIVENESS:** Okay

A Hellfire missiles

B Press once for Hydras, hold for chain gun

S START: Nothing

S SELECT: Map/status screen

GAME CREDITS

- **DEVELOPED BY:** ELECTRONIC ARTS
 - **DISTRIBUTED BY:** METRO GAMES
 - **MADE IN:** UK
 - **ARTWORK:**
- ©1994 OCEAN/©1992 EA

DESERT STRIKE



COMMENT



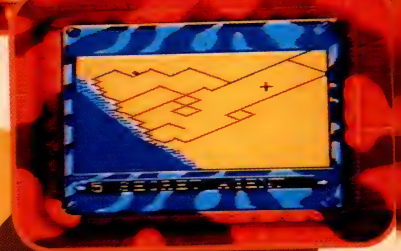
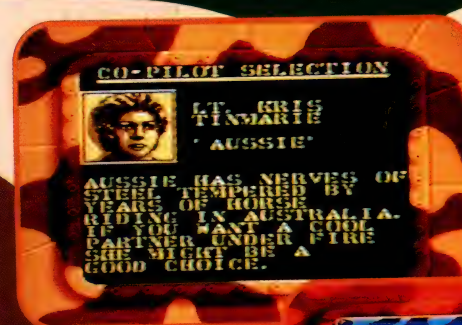
ANDREW

Although this is a fair conversion of the original, there's a couple of things about it that seem to be missing. Play-testing, for one. Flying the chopper from one location to another is

easy enough, but making small adjustments in direction when you are picking up supplies and MIAs or manoeuvring around AA fire can be very fiddly. However, the worst thing is that you have no idea how much fuel, ammo or damage you are carrying until you get warnings, and by then it can be too late to do anything about it. Sure, you can keep flicking back and forth to the status screen, but this takes time and is awfully distracting when you're in the middle of a fire fight.

However, once you become familiar with the controls and odd quirks of this game you should find many hours of engrossing gameplay as one thing that isn't missing here is the atmosphere. Completing missions successfully gives you a real sense of achievement and you'll find that you can get really lost in a game and totally lose track of time.

Desert Strike on the Game Boy isn't quite the classic that the Super NES version is, but it can be fairly described as one of the better Game Boy releases this year and is particularly worth your while if you haven't played it before.



ON THE MISSION

Each mission contains several objectives which should be completed in the prescribed order, as each has a bearing on the next. Knocking out any radar installations is always at the top of your priorities as this prevents the enemy from tracking your movements. Likewise, destroying the power stations sends their defence into shambles and turns their ground-based artillery into a turkey shoot. Some missions require you to capture enemy commanders so you can torture strategic information out of them, although unfortunately you don't get to do the torturing. There are also lots of secondary objectives which aren't listed but which will give you added bonuses. Such tasks include rescuing MIAs and rebels from the vile troops of General Kilbaba and destroying enemy camps which often harbour hidden fuel, ammo or even extra lives.

REVIEW

GAME BOY

BREAKDOWN

STRATEGY	☐	☐	☐	☐
ACTION	☐	☐	☐	☐
CHALLENGE	☐	☐	☐	☐
REFLEXES	☐	☐	☐	☐
ORIGINALITY	☐	☐	☐	☐
	LOW	FAIR	GOOD	HIGH

LONG-TERM INTEREST

HOUR	☐	☐	☐	☐
DAY	☐	☐	☐	☐
WEEK	☐	☐	☐	☐
MONTH	☐	☐	☐	☐
YEAR	☐	☐	☐	☐
	LOW	FAIR	GOOD	HIGH

GRAPHICS

- ▲ Small but clear graphics let you know what's going on.
- ▼ A bit of flicker when the action heats up.

82

SOUND

- ▲ The effects do the job, but it's all very much crunch and crash.

76

PLAYABILITY

- ▲ The action, the strategy, the killing - it's all there!
- ▼ Some minor control problems, but these can be overcome.

84

LASTABILITY

- ▲ Heaps of tough missions and the enemy's defence isn't lacking. The password access prevents you from losing interest replaying early missions.

90

OVERALL

A damn fine conversion despite the Game Boy's limitations, Desert Strike should appeal to anyone after something different and challenging.

88

IN THE ILL POSITION

Attacking the enemy's ground-based forces isn't simply a matter of strafing them while they're asleep in their tents, for that would make your job way too easy. No, your foes are armed to the teeth and they're prepared to fight to the last man. Most commonly you will come across single AA gun emplacements. These can be taken out either with a couple of Hydras or you can circle them with your chain gun set to full, avoiding their relatively slow rate of fire. Watch out for more spirited defence from the Rapier missile launchers and the mobile VDAs and ZSUs. Even single infantry troops put up a fight and look out for Aphids which carry rocket launchers.

Your enemy doesn't know the meaning of the word surrender, but you can capture any fleeing foot soldiers or scrambling airmen.



BEN

COMMENT

I remember when the only thing on TV was the constant news bulletins on the Gulf War, and Desert Strike takes me back to the heat of the battle! This is a pretty close conversion of

the Super NES game, although the limitations of the Game Boy restrict some aspects. There's a bit of flicker whenever there's more than a couple of moving sprites on screen at the same time and the sound isn't great, but these are really only minor quibbles and don't detract from the gameplay too much. I really enjoyed playing Desert Strike and wasn't too pleased when I had to give it back!

This game will keep any decent gamer occupied for quite some time but I wouldn't recommend it to someone who has already got the game on another format.

REVIEW

SUPER NINTENDO

ENTERTAINMENT SYSTEM



CART SPEC

- BY: ACCLAIM
- PRICE: \$129.95
- RELEASE: OUT NOW
- GAME TYPE: PLATFORM
- CART SIZE: 12 MBITS

GAME FEATURES

- NO. OF PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: Infinite
- OPTIONS: Difficulty, controller configuration

GAME INFO

- GAME ORIGIN: Based on Itchy & Scratchy Show seen on the Krusty The Clown Show seen on The Simpsons!
- GAME DIFFICULTY: Easy
- SCORE TO BEAT: Finished first go
- ALTERNATIVES: Itchy & Scratchy Mini Golf Madness, Krusty's Fun House

GAME CONTROL

- CONTROL: Joypad
- RESPONSIVENESS: A bit slow



Speed burst



Jump



Change weapon



Attack



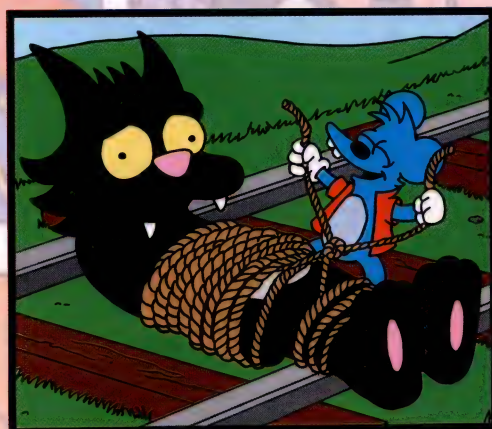
Left: Jump
Right: Jump



Start: Pause
Select: Change weapon

GAME CREDITS

- DEVELOPED BY: BITS CORP
- DISTRIBUTED BY: METRO
- MADE IN: USA
- ARTWORK:
- ©1994 MATT GROENING/FOX



VIOLENT ACTS OF MINDLESSNESS

The Itchy and Scratchy game is set over seven of their finest cartoons, with the duo bringing their twisted brand of humour to each of the multi-layered levels. The idea behind the Itchy & Scratchy game is simple. You control Itchy and must guide him through each level with the aim being to damage Scratchy before he gets you. You aren't the only critters running around the levels and you have to look out for traps and wandering annoyances too. Itchy & Scratchy both have an energy bar at the top of the screen and once you deplete Scratchy's he returns in a dastardly contraption designed specifically for mouse extermination!



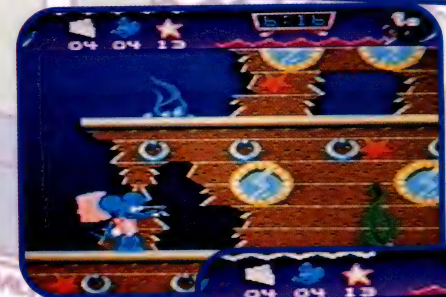
SKULL

COMMENT

Oh dear. This is not good. This Itchy & Scratchy game is the worst case of a misused licence I've played for ages. I can't believe that it isn't a two player game! I mean Itchy & Scratchy is all about head to head battles between a cat and a mouse, not a jolly platform romp! And even as a platform game this sucks! You don't even have to move to win, as Scratchy obligingly ambles up to where ever you are and waits to be hit, thus making this a very unchallenging game indeed. The levels appear to have been designed by a complete moron and there's no rhyme or reason to their layout. By now it should be obvious to you that this is a dodgy game and only the most demented Simpson's fans will get any pleasure out of it at all.

RANDOM ACTS OF VIOLENCE

Take a slice out of life with the crazy antics of Springfield's favourite cartoon characters, Itchy & Scratchy! These two lovingly maim and mutilate each other in dozens of diabolical ways - there's more than one way to skin a cat!

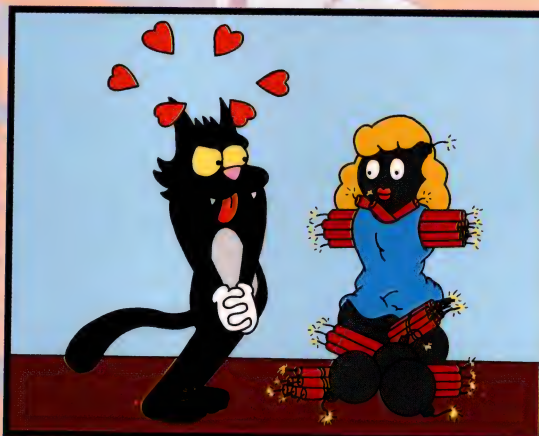


ITCHY AND SCRATCHY



MINDLESS ACTS OF RANDOMNESS

Permanently armed with their trusty mallets, Itchy and Scratchy can find other weapons scattered around each of the maze-like levels. There are over thirty different weapons available, including cannons, flame throwers, harpoons, frying pans, bazookas and, of course, chain saws, to name but a few. These extra weapons deliver a lot more pain than the regular mallet, although each has a limited usage. Other items you'll come across are ever useful medical kits and little pieces of cheese that can be ingested to provide a limited speed boost.



NICK

COMMENT

The Itchy & Scratchy game had so much potential but, unfortunately, has turned out to be a disappointment. The cat and mouse concept with a sick twist offers lots of possibilities, so why they decided to stick with this rotten excuse for a game beats me. The graphics, while they look quite nice with big sprites zooming around the screen, have minimal animation (excluding death scenes) and poor colour schemes. The sound in the game - phew! What happened I don't want to know, but along with the characters' poor maniacal screams it just sucks! Gameplay is unoriginal and even the little extras don't spice up the standard platform game blues. What they expect to pass as acceptable these days is awfully lack lustre in my books, but the name's gonna get this flying off the shelves so consider it only if you are a die hard Simpsons' fan.

REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM

BREAKDOWN

STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				
	LOW	FAIR	GOOD	HIGH

LONG-TERM INTEREST

HOUR				
DAY				
WEEK				
MONTH				
YEAR				
	LOW	FAIR	GOOD	HIGH

GRAPHICS

▲ Very cartoony to look at and some of the weapons provide a few chuckles.
▼ Each level looks the same throughout and the animation is rather thin on the ground.

78

SOUND

▼ What happened to the I&S theme?! What happened to Scratchy's scream?! What the hell is this crap music?!!

56

PLAYABILITY

▲ Well, it's not particularly bad to play...
▼ ...but there's no skill involved, no two player game, no excitement and no challenge.

62

LASTABILITY

▼ This game is very easy and even when you've finished it you'll find few reasons to come back.

47

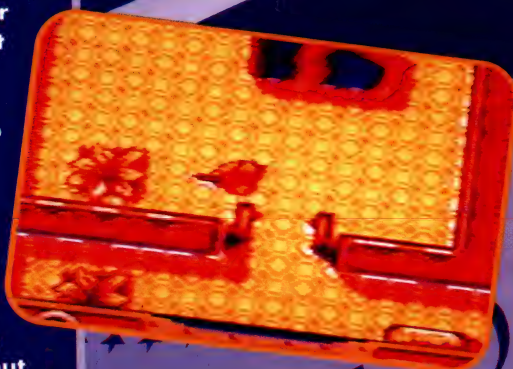
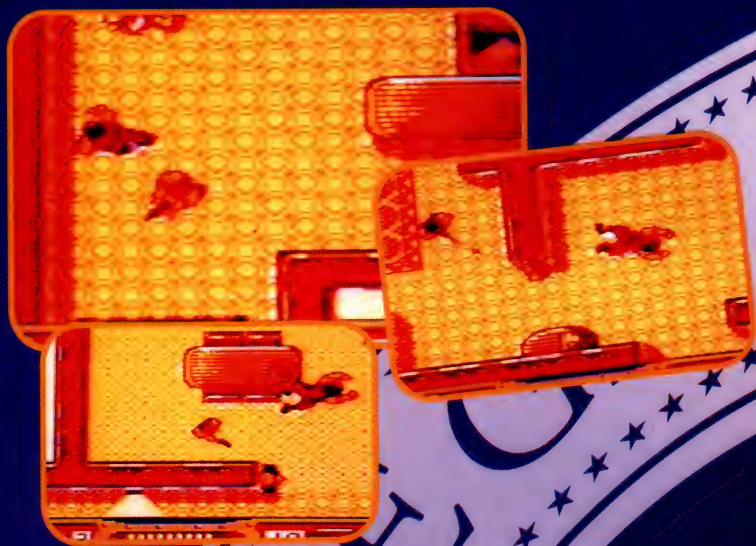
OVERALL

The Itchy & Scratchy game has turned out to be a lame platformer totally devoid of any originality or inspiration. Buy it if you must, but prepare to be disappointed.

59

Phwarr... "All the action of the movie megahit - and none of the romance," says the back of the box. But is the game one of those rare beasts, a good movie license? Or just a pile of crap as they usually are?

TRUE LIES



ARNIE AND HIS PETS GUNS

Arnold Schwarzenegger and his pet guns are never too far apart. In this game his first and foremost shooter is his trusty pistol. However, this is only a back-up to the vast arsenal of weapons at his disposal. One of his favourites is an Uzi 9mm, which is effective but has a huge appetite for ammo. A less hungry weapon, though equally effective against groups of thugs, is the shotgun. It may be limited in range, but no one gets up after it's fired in their general direction! Arnie also enjoys frying the opposition with mines and grenades. Grenades are handy for surprise attacks and mines are best dropped in the path of pursuing psychopaths.

COMMENT



BEN

Even for people who like shooting games, this is far too repetitive and has little challenge or atmosphere. The plot is extremely thin on the ground and the strategy amounts to looking for keys so you can get through locked doors. Enemies mercilessly fill you with lead, which in itself is fair enough, but when you can't move out of the way or line them up in your sights in time it's just not fair. True Lies is all right on the Super NES, but the Game Boy's tiny screen makes things very crowded and in the heat of the action distinguishing civilians from baddies can be confusing. Finishing this game will take a lot of persistence but it's more frustrating than challenging and most people will find it a chore more than anything else. If the developers had made an original game, rather than try to cram the Super NES version on the Game Boy, things could have been different, but as it stands True Lies on the Game Boy is decidedly average.

RATINGS

- BY: ACCLAIM
- RRP: \$69.95
- RELEASE: OUT NOW
- GAME TYPE: SHOOTER
- CART SIZE: 2 MBIT



GRAPHICS

The small screen restricts your vision of what's around you. Each level is exactly the same throughout.

SOUND

Awful music drones on and you can't turn it off. Effects are reminiscent of the Atari 2600.

PLAYABILITY

Arnie is slow to respond, thus making him an easy target, and when he does get hit you don't know because he doesn't flash or squeal.

LASTABILITY

Surviving is quite hard, so getting through the game will take some doing.

OVERALL

Another crappy film licence? You guessed it! True Lies has no redeeming features so unless you want a frustratingly hard game stay clear.

62

35

32

58

41

NEW CLEAR BODY GAME BOY



Free carry case with every Limited Edition Game Boy. Also in red, black and yellow. Game Boy. The world's favourite handheld electronic game.

Games and systems sold separately. YRMNINGB0317

Nintendo

REVIEW

SUPER NINTENDO



CART SPEC

- BY: EA SPORTS
- PRICE: \$129.95
- RELEASE: OUT NOW
- GAME TYPE: SPORT SIM
- CART SIZE: 12 MBITS

GAME FEATURES

- NO. OF PLAYERS: 1 to 5
- HEAD TO HEAD: Yes
- BATTERY BACKUP: Yes
- CONTINUES: Infinite
- OPTIONS: Millions!

GAME INFO

- GAME ORIGIN: EA's most recent basketball upgrade
- GAME DIFFICULTY: Adjustable
- SCORE TO BEAT: 132-98 Bulls Vs Nuggets
- ALTERNATIVES: NBA Jam, NBA Jam Tournament Edition, NBA Showdown, Tecmo Basketball, etc...

GAME CONTROL

- CONTROL: Joypad
- RESPONSIVENESS: Good

- A** Shoot/steal
- B** Pass/select player
- X** Jump
- Y** Nothing
- L/R** Left: Speed burst
Right: Speed burst
- S** Start: Pause/options
Select: Nothing

GAME CREDITS

- DEVELOPED BY: EA SPORT
- DISTRIBUTED BY: METRO
- MADE IN: USA
- ARTWORK: © NBA

Are you finding you need a little more strategy and challenge in your armchair basketball career? So you've played NBA Jam for the millionth time and even though it is still as good as ever, it isn't quite fulfilling your aspirations as a NBA star. Well, look no further, because NBA Live '95 is here and is going to prove that it takes more than some fancy in-your-face moves to make it big in the video games world. NBA Live features all the NBA teams and their stats based are on their previous year's performance.

NBA Live 95 boasts many similarities to the real game in its playing style and the presentation is similar to a live telecast on TV.



COMMENT



ROD

Long-time NMS readers will be familiar with my partiality to Tecmo's excellent NBA Basketball sim of two or three years ago which has beat all-comers in the five-a-side slamdunk game. (Don't start on how good NBA Jam is - I know - but it's just NOT basketball!)

Finally, EA has come up with a game that is a worthy successor to the crown.

NBA Live 95 combines the ease of NBA Jam's playability with Tecmo's rigorous basketball simulation making it simple to pick up and addictive once you get started! But the real ace-in-the-hole is the five-player capability! Yes sir, once again the Multitap rules (What do you mean you haven't bought a Multitap yet - what are you waiting for?! Santa?) and is responsible for mucho good times, yelling and not-so-gentle biff between combatants.

Okay, I could nitpick and say the Player Select is a bit slow and that the animation is a bit too slippery for my taste but there are so many good points to harp on: the excellent defensive match-up option (in fact, all the options!); the well thought out viewpoint that allows greater strategic overview of the game; the realistic passing/blocking - if you try to pass through the defence, they'll steal the ball; and the blinding speed of the game.

Yes folks, I LIKE this game!

The complete NBA rosters for the 93-94 season allows fans to scan their favourite players and view their season stats from sixteen different categories. Game options allow you to set the game up so you can choose an arcade style of game which means the players never get tired or injured and they don't foul out. The simulation option takes on all the rules of normal play, and features such elements as subbing players if injured or fouled out of the game. Alternately, you can choose to set the rules depending on how hard you want to play, such as allowing travelling, setting the shot clock to on or off or allow goal tending to keep the flow of the game happening.



NBA LIVE '95



These days no basketball game is complete without slam dunks and on-court theatrics. Given enough time and run up, players will perform unbelievable dunks and slams which can be replayed in the instant replay feature. Naturally, EA has included the good old slow motion feature so you can fully humiliate your opponents!

As with any sports simulation learning the

basics is the key to winning the game, but there is always more to learn. On the offence you have to practice your passing and shooting to get those statistics up, while on defence mastering the block shots and grabs, rebounds and steals is the order of the day. During the quarter and half time breaks the current percentages are shown, revealing any weakness in your game so you can decide if more practice is needed during the pre season.



NICK

COMMENT

NBA Live is definitely a big departure from the fun of NBA Jam, and while the dunks and the slams have been incorporated into the game, they really don't have the same sort of impact as in NBA Jam.

That's not necessarily a bad thing, for where NBA Live wins is the realism of the game. An amazing amount of research must have gone into the game, what with all the states and percentages of the teams and their ratings. The graphics are a little chunky in places but move surprisingly well. One gripe was although the angle the game is played on isn't that bad, at times judging where the ball is when it's bouncing across the court is hard. The sound, complete with the roar of the crowd and players slamming the ball, is atmospheric and fun.

The game play is the game's best point, however, with all the options in the world so you can tailor the game to suit you. No match is ever the same and NBA Live is probably worth a shot if more of a realistic game is needed.

REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM

BREAKDOWN

STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				
	LOW	FAIR	GOOD	HIGH

LONG-TERM INTEREST

HOUR				
DAY				
WEEK				
MONTH				
YEAR				
	LOW	FAIR	GOOD	HIGH

GRAPHICS

- ▲ The animation is realistic and very fluid.
- ▼ The players sometimes look a bit blocky.

89

SOUND

- ▲ Excellent effects and a great crowd roar. Hip intro music, too!

91

PLAYABILITY

- ▲ Easy to get into with heaps of room to develop your personal playing style.
- ▼ Switching defensive players is sometimes confusing.

92

LASTABILITY

- ▲ Up to five players, loads of options and heaps of ways to alter the game.

92

OVERALL

NBA Live '95 is the most complete basketball simulation around and if you're a fan of the sport you won't be disappointed.

91



SPECIAL FEATURE



Photon Stockman Digital



Photon Stockman Digital



Photon Stockman Digital



Home Run Pictures



Home Run Pictures

"Nintendo promises to challenge your notion of what a video game can be."

N

PROJECT REALITY...IS

Ultra 64 goes on sale in the States this year for US\$250. By this time Sony's PlayStation will be already available for at least US\$400, with Sega's Saturn priced between US\$350 and US\$400. Come Christmas you - the Australian games player - should have the choice of all three machines too.

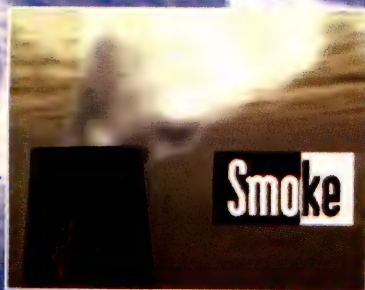
With the debut of the Ultra 64 or NU 64, as it is now known, just around the corner, NMS has decided to let some secrets out early. The first being that Nintendo have the only machine worth considering - well above anything offered by their rivals. Through talking with Nintendo Of America, Alias and other key developers, NMS is now convinced that NU 64 will be the console to reckon with. The stunning images that we have fea-

tured in the past, though not extracted from actual games in development, do not overstate the machine's capabilities. So, despite what you might have read elsewhere, games like Killer Instinct and Cruis'n USA will look, sound and play much better on NU 64. As a reader of the official Nintendo mag, you benefit from our direct contact with Nintendo Of America. Our rivals, we might add, simply do not have the right to see or hear some of the

privileged information we alone have access to. The result is that all our comments on NU 64 are firmly grounded in fact, so what you have here isn't a load of optimistic nonsense but a perfectly sound overview of events occurring across the Atlantic just as soon as we are allowed to release the information to you.

When Nintendo and Silicon Graphics joined forces in 1993 they set a goal which seemed absurd to most people: an

entertainment system with Hollywood style visuals, that would take the concept of video gameplay and push it into the next millennium. Two years on and every announcement made by either company is confidently backing up everything they said at the time, and what's more they're right on schedule for launch this year. Isn't it about time we take a look at what Ultra 64 can really do?



BEHIND THE MASK

Whenever computer-generated special effects of the kind seen in T2 or The Mask are referred to, the name mentioned is always Silicon Graphics. This is like saying that the great band you're listening to is an Ibanez guitar, a Rickenbacker Bass and a Tama drum kit. You could even go one step further and say none of these instruments are fitted with strings or drum skins. The magic seen in Hollywood films is created by talented teams of graphic designers, but even they need the finest tools to work with in order to access the incredible power of Silicon Graphics' machines. Nintendo have elected Toronto-based company Alias to bring games designers as close to the massive potential of NU 64 as possible.



ALIAS

The T 1000 in Terminator 2 would never have been able to perform such incredible feats without Alias and their PowerAnimator™. Industrial Light and Magic are probably the most well known Alias aficionados, whose credits include Jurassic Park and the most recent Star Trek movie, Generations. This same tool, now modified with a CharacterBuilder™ application, is enabling designers to bring their games to life for NU 64. PowerAnimator™ led the Super NES beyond its capabilities with Donkey Kong Country; imagine what is possible with NU 64!

Alias software makes the rendering of complex 3D images simple, with modelling tools used to create realistic skin for characters, give them authentic weight and manoeuvrability, then synchronise their movements perfectly to sound. This does far more than have characters jig about; it goes right down to the detail of a perfect lip sync. Special effects such as explosions and fog are adjustable to the tiniest particle, allowing for sparks to fly and smoke trails form in a shoot 'em up or clouds disperse in an atmospheric RPG. Once these effects are placed at varying depths of vision, heightening the realism, the results are inevitably amazing.

U64



SPECIAL FEATURE

CD OR NOT CD?

NU 64 is cartridge rather than CD based purely for the sake of speed. Currently the best CD-ROM drives around are capable of transferring 600K of information in one second, which is pretty impressive. These are quad-speed, whereas the PlayStation and Saturn use dual-speed drives that only handle roughly 300K a second. What's more the information is loaded into a CD-ROM buffer which stores the information before passing it on to the CPU. Nintendo's choice of silicon (cartridge) over optical (CD) as a storage medium allows Ultra 64 to transfer anything up to 500,000K a second - direct!

Nintendo have worked alongside Rambus Incorporated and their Tiger Team to create a state-of-the-art Data Bus for NU 64. A Data Bus is the gateway through which information stored on a cartridge is passed on to the heart of the console - the Central Processor. By making the NU 64's gateway as wide as possible, there are virtually no limits as to how much information it receives. It's a good thing too since Nintendo are currently compressing 100 megabits of data into 32 megabit cartridges, with a view to creating games eight times the size in future! Once again the question of price is raised, but Nintendo's compression technology and the fact they have complete control over the price of the ROMS they distribute to contain it means we have nothing to worry about.

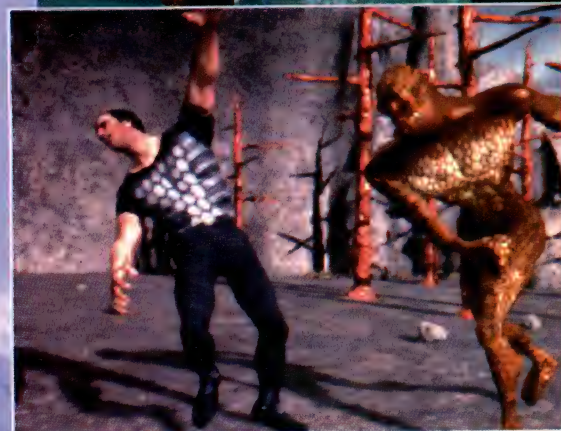
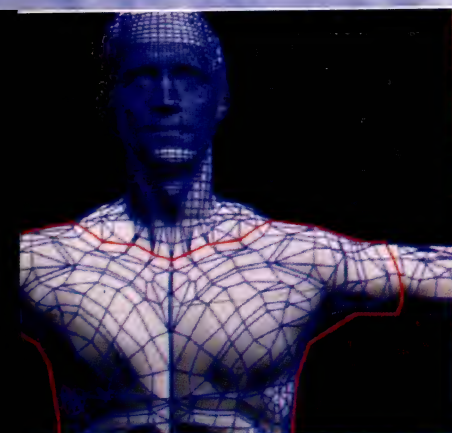
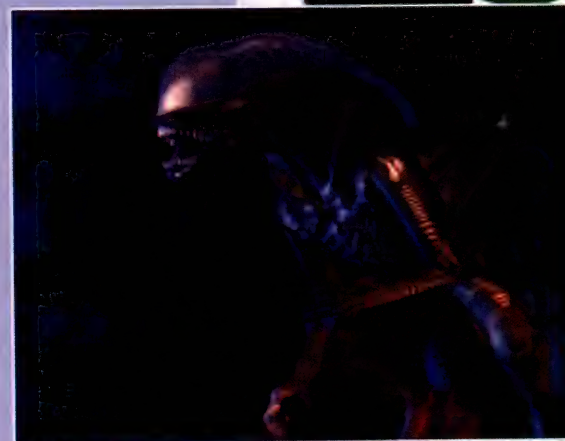


ONLY THE BEST

Here are details of developers producing games exclusively for NU 64. This does not restrict companies from developing for other machines, it just prevents titles intended for NU 64 from appearing anywhere else - so rivals cannot detract from the overall impact with inferior versions of the same game. As more details are released, you shall have them too. Read it and leap!

ACCLAIM

Having recently acquired Voyager Communications who publish Valiant Comics, Acclaim's first title for NU 64 is based around Turok: The Dinosaur Hunter. Their Advanced Technologies group use a motion-capture technique which enables them to film an actor and store their movement as a wire-frame skeleton inside the computer. With this information they are able to transform the actor into whatever kind of creature they see fit. Let's hope Turok is to hunt more than just dinosaurs of the two-legged variety!



"The choice we've made is not cartridge versus CD; it's silicon over optical."



MOTHER BRAIN

Inside the best machine there is, of course, the best technology. However quoting numbers doesn't help anyone understand anything. So, here's the list of specifications with an explanation of what it all means.

1. 64-bit MIPS Technologies Inc; RISC microprocessor
2. Greater than 100 Mhz clock speed
3. Exceeds 100 MIPS (Millions of Instructions per Second)
4. Real-time 3D graphics, 24-bit colour, high resolution video and CD quality
5. Exceeds 100 MFLOPS (Millions of Floating-point Operations Per Second)
6. Real-time anti-aliased 3D texture mapping or very realistic graphic images
7. Resolution exceeds NTSC and PAL television standards and is compatible with future HDTV

THE PROCESSOR (POINTS 1-3)

Believe it or not the MIPS Multimedia Engine Chip-set inside NU 64 is the same used inside Silicon Graphics machines costing \$50,000! The reason Nintendo's system costs so little is because they intend to produce 10 million of them, as opposed to Silicon Graphics selling comparatively very few perhaps 10, 000. Do the math.

RISC is an abbreviation for Reduced Instructions per Second. This allows NU 64 to manage information in bite-sized chunks instead of handling everything at once it's like being given a set of easy multiplications to perform and adding them all together instead of taking ages over one big sum. A clock speed greater than 100 Mhz is comparable to the much anticipated Intel P6, planned to supersede the current Pentium technology in PCs. Sony's PlayStation uses a RISC processor, only theirs is the 32-bit R3000A which is slightly older technology than in NU 64 and puts out 33 Mhz. Sega's 32-bit Saturn uses a Motorola 68000 CISC (Complex Instructions Set Chip) that is especially designed to take the long way round!

CO-PROCESSORS (POINTS 4-7)

All specialist graphical and audio effects produced by NU 64 are the work of a separate graphics-processor working alongside Application Specific Integrated Circuits (ASICs). Silicon Graphics refer to this pairing as the Reality Co-processor, and it is responsible for the anti-aliasing and tri-linear mip map interpolation specialist techniques. Anti-aliased 3D texture mapping describes the effect used to cloak polygons, tailoring each pixel to look as natural as possible, whereas the tri-linear mip map interpolation ensures that surfaces retain this natural appearance even when viewed close up. The combined result reaches a standard of clarity and realism that current televisions are incapable of showing, which is why NU 64 supports High Definition Television standard when it arrives. Floating Point Operations shift decimal points in digital angles to help speed complex polygon information along. The huge numbers involved here pretty much speak for themselves.



Rendered Alias Images © 1995 Software Creations Ltd.

SPECTRUM HOLOBYTE

We heard the brief for Top Gun was to bring a true arcade experience to the home. We cannot begin to imagine what this might mean! One thing's for sure it's not to be confused with those games being written by other companies for PlayStation and 3DO, as Spectrum Holobyte are world-renowned for their air-combat simulators on PC. Imagine what's powering up the runway to take off with NU 64.

WILLIAMS

One word: DOOM. If there's one machine that can take ID's monster seek-and-destroy phenomenon and drag it squealing beyond the next generation it's NU 64 with the help of Williams' time-honoured expertise of course. Ignoring Generation X for the time being, consider that Williams have been involved with the cutting edge of arcade development for almost a decade now, so their contribution to NU 64 is likely to be among the most exciting. So much power! Their Cruis'n USA is already a big arcade hit and, like Rare's Killer Instinct, it is sure to enjoy a revamp for the new platform. Roll on ignition!

DMA

Uncharacteristically DMA are being very tight-lipped about their NU 64 dealings – though they'd love to tell all. No doubt Nintendo selected DMA for their ability to produce innovative and entertaining gameplay around subjects most designers wouldn't dream of. After lemmings and unicycles, what on earth could DMA have lined up for NU 64? Whatever it is NMS can't wait!

RARE

Word from the people working on NU 64 Killer Instinct is that players have a whole lot more than just the basic coin-op to anticipate! Not only that but they're contracted to produce many more games, exclusively for Nintendo, that promise to keep setting new standards right down the line. Shiver!

SIERRA ON-LINE

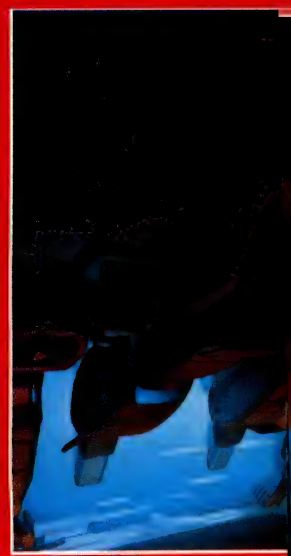
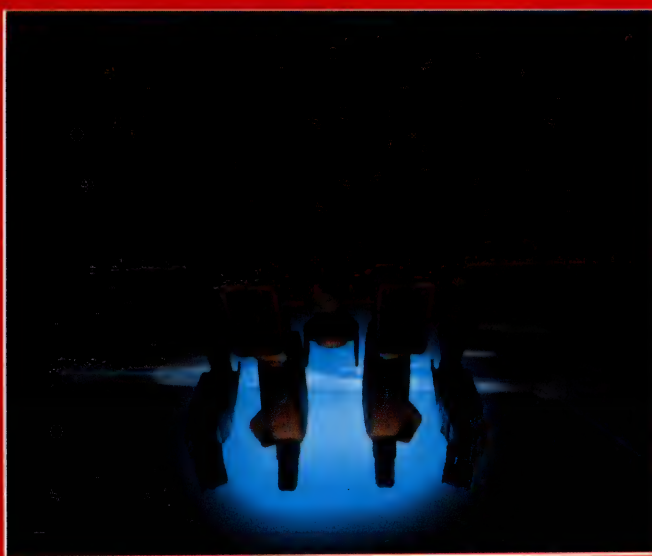
Sierra pioneered 'online' gaming, making possible those PC titles such as Doom and Sierra's own Red Baron a WW1 dogfight simulator. Obviously this company earned Nintendo's respect to produce an exhilarating, multi-player experience unlike any other. NU 64 Red Baron is likely to delve deep into the machine's capabilities to produce a real, stomach-churning marvel.

SOFTWARE CREATIONS

Aside from their Sound Tool project, Software Creations are in the process of applying their unique programming talents to NU 64 game stuff. Their work exudes a strong identity as seen in Plok, Equinox and Tinstar so whatever they have planned for NU 64 is sure to be a winner with NMS. Look forward to a perfectly conceived sight-and-sound experience from a bunch of guys whose collective imagination knows no bounds.



SPECIAL FEATURE



"Be prepared to watch the current limits of video game play totally dissolve!"

ANGEL STUDIOS

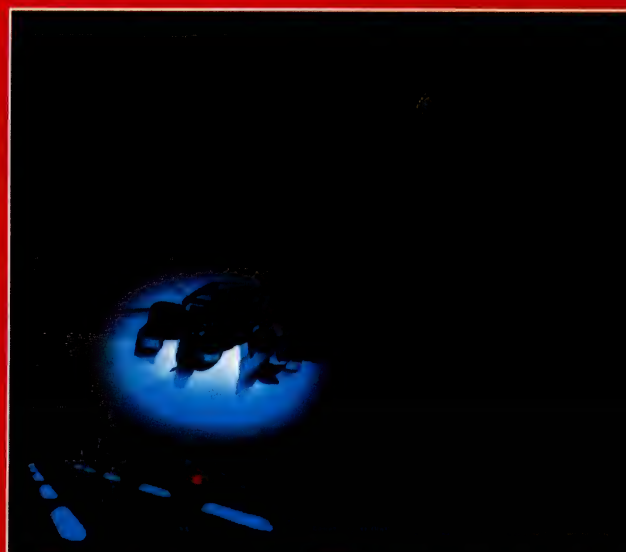
Theirs is one of two projects outside of Nintendo benefiting from the genius of Shigeru Miyamoto. Angel Studios are best known for their special effects in *The Lawnmower Man* and Peter Gabriel's mind blowing *MindBlender* video. *Super Mushrooms* meets psychedelic frogs and cyber-chimps? No-one knows for sure just yet.



(LEFT) Peter Gabriel's 'MindBlender' and a still from 'Lawnmower Man'. The image above is an awe-inspiring example of Angel Studios' skill.

GAMETEK

GameTek recently hired new teams of extremely talented computer designers, who obviously impressed Nintendo so much they received development kit early, along with all the other major-players. These are **actual NU 64 development screen shots** of their 'Robotech' game, based on the popular US Anime series which is adapted from the Japanese Macross saga!



PARADIGM

Nintendo have assigned a team of designers, headed by none other than Shigeru Miyamoto to work with Paradigm. This is a company whose flagship products include Vega™, VisionWorks™ and AudioWorks™ – all of which have enabled the company to create real-time simulations that are hard to differentiate from real life. Their work is so convincing it's used by NASA and the US forces to train astronauts and pilots. Major automobile companies who trust Paradigm's accurate representations include BMW, Ford and Kawasaki. For the time being it's anybody's guess what this phenomenally talented group are working on. Though most seem to think it is Ultra Pilot Wings, they are as likely to produce a sequel to F-Zero or even Mario Kart.

SOFTWARE CREATIONS

To compliment the ultra-realistic imagery, NU 64 is sure to out-perform competitors with its audio capabilities. Just as Alias have created their 3D authoring tools, Manchester-based company Software Creations have been assigned to create 'Sound Tool', a sound development kit, for the new system.

Anybody who has played 'Plok' or 'Rock N Roll Racing' on the Super NES is already familiar with Software Creations' talent for sound programming. With Sound Tool, every NU 64 developer is able to capitalise on SC's amazing knack for authentic-sounding music and great sound effects. Considering most video games are backed by synthesised music, being able to make soundtracks fit the on-screen action perfectly in conjunction with Alias' PowerAnimator™ is a big bonus for Nintendo's machine.

MULTIGEN

Of course there's no point having all this amazing stuff to see and hear, when the level of control is restricted. Games players looking to interact with

these environments don't suffer too many obstacles lightly...

Though a recognisable 3-Dimensional object might appear real, enabling it to behave as expected is a separate matter. Using a tool called OpenFlight™, MultiGen give programmers a means to calculate precisely how aeroplanes ought to fly, or how boats moves through water – basically any object that is required to interact with another is given a physical identity, creating as close to an alternative reality as we are likely to find for many years.

NIPPON ULTRA?

There haven't been any official announcements from Nintendo of Japan regarding who exactly is developing for NU 64 in that country. However it doesn't take long to suppose just who they might be. Konami have long been supporters of Nintendo hardware, their Contra and Castlevania series are almost synonymous with the NES and Super NES machines. Nobody could ignore Capcom either, whose incredible batch of first releases for the Super Famicom when it was first released in Japan proved that here was a machine that had so much more to offer than the other 16-bit machine released months before. Another certainty is the assistance of Squaresoft whose prowess in the field of role playing adventure games consistently pushes back the boundaries of what a 16-bit machine is able to deliver both audio and visually.



WATCH THIS SPACE...

J'M LEE'S
WILDCATS
COVERT-ACTION-TERMS

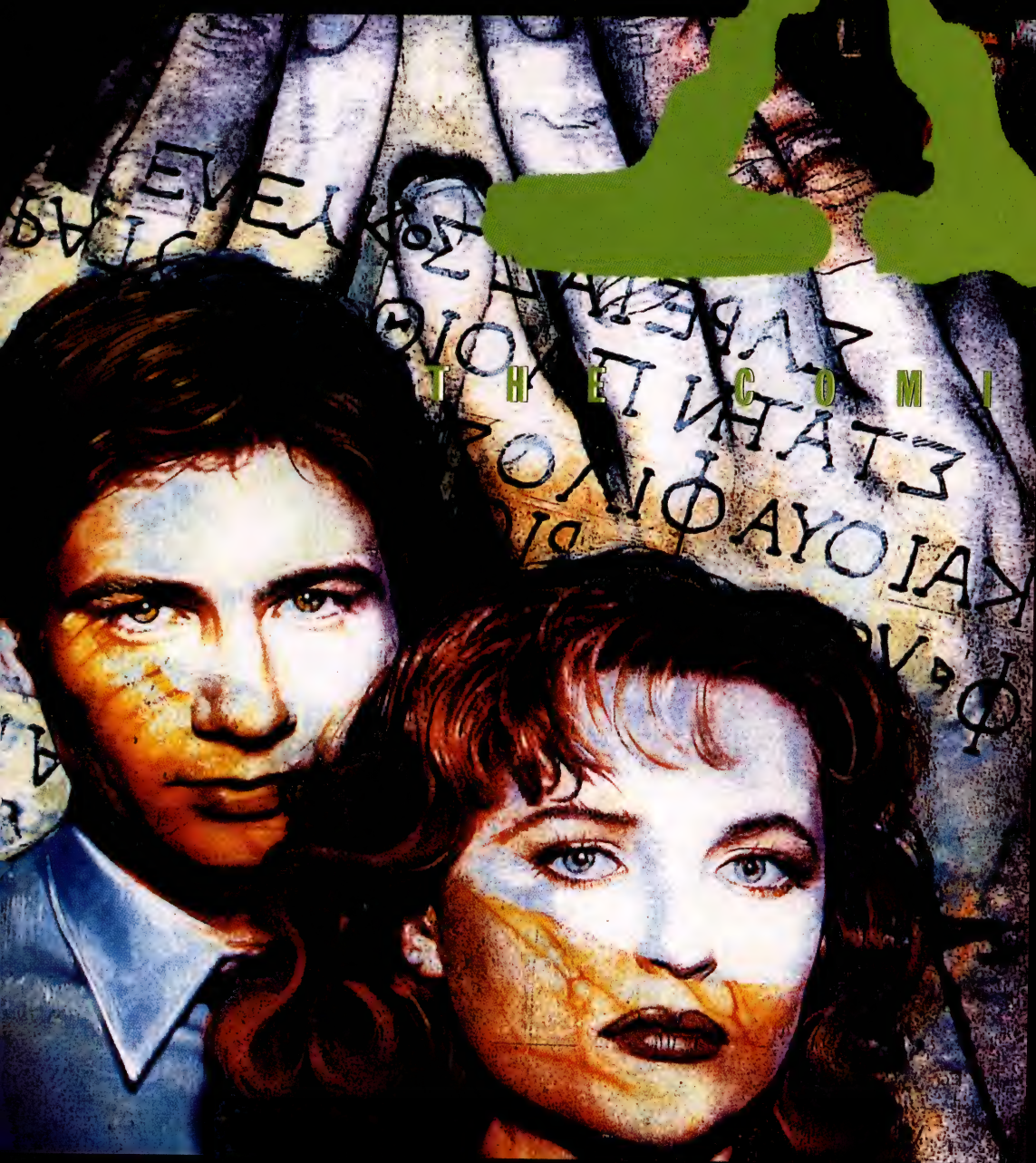


J'M LEE
WILLIAMS

AT YOUR LOCAL NEWSAGENT EVERY MONTH!

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T H E X F I L E S TM



C O M I N G S O O N

REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM



CART SPEC

- **BY:** ACCLAIM
- **PRICE:** \$129.95
- **RELEASE:** OUT NOW
- **GAME TYPE:** SHOOTER
- **CART SIZE:** 16 MBIT

GAME FEATURES

- **NO. OF PLAYERS:** One
- **HEAD TO HEAD:** No
- **BATTERY BACKUP:** No
- **CONTINUES:** Password
- **OPTIONS:** Control, difficulty

GAME INFO

- **GAME ORIGIN:** Based on the highly successful movie starring the Austrian oak himself, Arnold Schwarzenegger
- **GAME DIFFICULTY:** Medium
- **SCORE TO BEAT:** Reached China level
- **ALTERNATIVES:** Zombies, Smash TV, Total Carnage, Pocky & Rocky, The Chaos Engine, Ghouls Patrol.

GAME CONTROL

- **CONTROL:** Joypad
- **RESPONSIVENESS:** A bit sluggish

A Change weapon

B Fire weapon

X Roll

Y Lock fire

L/R L: Not used
R: Not used

S Start: Starts/pauses
Select: Nothing

GAME CREDITS

- **DEVELOPED BY:** BEAM
- **DISTRIBUTED BY:** METRO
- **MADE IN:** AUSTRALIA
- **ARTWORK:** ©1995 ACCLAIM

TRUE LIES



Say hello to Harry Tasker. He's just your ordinary Joe - holds down a steady nine-to-five job with a computer sales firm, lives in the suburbs with his wife and problem child. There's nothing extraordinary about Harry, oh no. Well, apart from the fact that he has a penchant for brutally slaughtering international terrorists. Strictly by way of a hobby, mind you.

Oh yeah, and he also has an annoying habit of lying to his family and friends. You see he's not really the mild-mannered

salesman everyone believes him to be - the day job's merely a cover for his real job as top agent for OMEGA, an ultra secret US Government agency dedicated to fighting terrorism and maintaining the "American Way". What a pity, then, that the nefarious Abu Aziz and his motley band of terrorists, Crimson Jihad, keep on mucking things up for the good old USA. A pity, I say, not because of the nuclear threat from the Jihad but because Arnie's obliged to kick some ass - again. Hi ho, here we go then...



COMMENT



SKULL

True Lies doesn't break any new ground, but it is a straight forward blaster with enough redeeming features to make it worth having a go. If you're just after a game that will satisfy your blood lust for an hour or so at a time, this fits the bill well. The levels are big enough and there's always something to look for, be it a security card or whatever, so you don't get much of a chance to get bored. And if you do happen to lose interest you can always go to a tax payer infested level and practice with the shotgun on civilians, although I don't know why you have to loose a life when you kill too many - you should be rewarded!

Unfortunately, there isn't really much else to this game so if you want something you can really get into and enjoy for weeks stick to Zelda.

VUNDER VEAPONS

Let's face it, Arnie doesn't even put the cat out at night without strapping on a couple of grenade belts and taping a rocket launcher to the top of his Uzi. Neither does he enter into any eight-way scrolling game environment without doing the same. Here's a brief rundown of what he can pick up and pack.

PISTOL - Arnie starts each level with a standard issue 9mm, single shot jobbie. It's slow to reload but reliable and, well, a bullet's a bullet in any language.

UZI - This is more like it - rapid-firing, multi-directional and death-dealing. However, it uses up ammo like no-one's business. Keep a sharp eye out for the extra clips knocking about the place or it'll be an early bath for the boy Schwarzenegger.

SHOTGUN - Bit of a comedy weapon, this. It fires like one of those guns that cartoon farmers use to blast errant rambblers. Not much fun if you're on the wrong end of it though.

FLAMETHROWER - A cruel weapon indeed, but immense fun to use all the same, if a little indiscriminate. Look out for the gas canister pickups to keep it toasting.

GRENADES - Very powerful indeed, but Arnie must first pull out and wait a few seconds for it to go off. Not the sort of weapon to use if you're in a hurry.

ANTI-PERSONNEL MINES - The most powerful item in Arnie's arsenal. Drop them and clear the area. Great for picking off bad guys in chase.



NAG NAG

There's nothing worse when you're having your behind blasted by all manner of Uzi-toting scum than having some smart Alec wise-cracking over the walkie-talkie. Oh dear, that's exactly what you've got in True Lies. Worse still he's your best mate. Meet Gib. He's chubby, he's annoying but, alas, he's vital to Arnie's mission success.

He appears at regular intervals informing the Arnster of his current status, what his main objectives are and reprimanding him when he shoots the civilians. Killjoy!



Harry corners the Crimson Jihad ringleader, Aziz, in the wall.

COMMENT



ANDY

Fans of games like *Zombies and Chaos Engine* will probably get a fair amount of pleasure from *True Lies*. The levels are big and complex, there are lots of powerful weapons to pick up, Arnie is able to run and duck and there's even a fair dosing of blood when the bad guys go down under a hail of bullets. I particularly enjoyed the shoot outs that develop throughout the game as you try to shoot enemies from behind obstacles without getting shot yourself. A recipe for a cool game then? Not quite, unfortunately. The problem is that *True Lies* comes across as a low-budget version of one of the most expensive films ever. It's a bit jerky, fiddly to control and the graphics are rather basic to say the least - the squat sprite bears no relation to Arnie at all. Shame really, because, given the great license, this should have been the game of the year. As it is, it's merely another disappointing movie tie-in.



REVIEW

SUPER NINTENDO

BREAKDOWN

STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				
	LOW	FAIR	GOOD	HIGH

LONG-TERM INTEREST

HOUR				
DAY				
WEEK				
MONTH				
YEAR				
	LOW	FAIR	GOOD	HIGH

GRAPHICS

▲ Digitised stills from the movie and nice splashes of blood.
▼ And that's as exciting as it gets.

72

SOUND

▲ Weapons make decent sounds and the screams are loud.
▼ Annoying music throughout.

67

PLAYABILITY

▲ You don't have to think too much in this game, it's mostly a series of gun battles. Good stress relief.
▼ The action becomes a bit samey after a while.

78

LASTABILITY

▲ Lots of big levels and plenty of baddies to shoot at.
▼ But once you learn where to expect them you'll have little problem getting through.

72

OVERALL

True Lies is enjoyable for a while and is good for a quick blast, but don't expect much more.

74

REVIEW

GAME BOY



CART SPEC

- BY: CAPCOM
- RRP: \$29.95
- RELEASE: OUT NOW
- GAME TYPE: PLATFORM
- CART SIZE: 2 MBIT

GAME FEATURES

- NO. OF PLAYERS: One
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: Password
- OPTIONS: None

GAME INFO

● GAME ORIGIN:

An amalgamation of the first two NES Mega Man games

- GAME DIFFICULTY: Hard
- SCORE TO BEAT: Defeat Dr Wily
- ALTERNATIVES: There's millions of decent blasters like this on the Game Boy - check out any of the Castlevania titles for starters

GAME CONTROL

- CONTROL: Joypad
- RESPONSIVENESS:

Dead sharp

A Shoot

B Jump

S START: Pause/weapon menu

S SELECT: Nothing

GAME CREDITS

- DEVELOPED BY: CAPCOM
- DISTRIBUTED BY: NINTENDO
- MADE IN: JAPAN
- ARTWORK: ©1991 CAPCOM



MEG



BEN

COMMENT

Hooray! It's been a while since I've had a decent game to review and life just couldn't get much better! Well, except for my school grades; an F for my maths assignment and a D for my science report, and why?

Because I was undergoing extensive Mega Man game play. This is a hard shoot 'em up which has plenty of guts. The only minor flaw I detected was the occasional sprite flicker, but hey, don't pay it out, man! Ever since his arrival on the NES I have loved and adored Mega Man and his action packed adventures and cherished his position in that television show called 'Captain N'. This conversion is excellent, straight from the music to the graphics, it just can't get much closer or better. It is challenging and will maintain your interest for some time to come. Even if you have the NES or Super NES games, consider this anyway! Capcom has been around long enough to know what a hot cake they've got on their hands. This is simply a must for any Game Boy owner with the intention of leading a meaningful life.



MEGA MAN



CRUSH! KILL!! DESTROY!!!

The first four levels may be faced in any order, but defeating particular enemies and gaining their weapons may give you an advantage against others, as many foes are more susceptible to certain weapons than others are. As in Mega Man's other adventures, once you have defeated the end-of-level bosses they surrender their special attack techniques to Mega Man, thus enabling him to use each of the power suits for his own purposes. There is a catch, however, for when using a special suit you have an energy meter which decreases each time you use that particular attack. Along your journey are power-ups for replenishing weapons, so if they run out, don't panic!

Electroman - Go to this level first as he is probably the easiest to defeat. Simply use the standard Plasma Cannon you're issued with initially and pump some serious lead! Electroman's powers produce a big surge of electricity which wipes out enemies in all directions.

Iceman - Use the Electroman skill you received earlier and defeating Iceman should be as easy as convincing Fat Boy to go to Joe's All You Can Eat Pavlova Bar! With Ice Man's power, Mega Man induces an ice blast which will temporarily freeze his enemies in place and will also freeze the lava flows in Fireman's lair.

Cutman - Use your fire-fighting technique and Electroman's ability to be rid of the dreaded Cutman for good. Cutman's blades arc around in front of Mega Man destroying everything in their path.

Fireman - Fireman's only weakness is sub zero degree temperatures, so use your ice blast and his devastating attack shouldn't be of any great concern. His skill projects a fire ball and briefly maintains a fire shield around Mega Man.

Levitating Ability - Known as 'The Carry' this is absolutely essential when trying to acquire those hard to reach power-ups and enemies. This is only received upon completing the first four of Dr Wily's evil cronies.

COMMENT



ANDREW

This game came out in Japan four years ago and I played it constantly for a week when I was stuck in a flat in London during a month of glorious English rain. Well, I finished Mega Man long before the clouds parted, but I don't think I want to play it ever again! It's one of those games which is fun and challenging the first time you play it, but once you know exactly what to do it becomes boring. Fortunately the pass codes prevent repetition, but it doesn't make for a long lasting game. The control over Mega Man is just like the old NES games from which it is made, with pin-point accuracy and timing being the order of the day if you want to see the next level. The encounters with the bosses inject a short sharp burst of adrenaline into your system as you frantically scramble to discover the best attack strategy. Despite the short term thrills and high level of difficulty, there really isn't much to Mega Man in the way of lastability and it shouldn't take more than a week or so for you to crack it if you're persistent enough.

REVIEW

GAME BOY

BREAKDOWN

STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				
	LOW	FAIR	GOOD	HIGH

LONG-TERM INTEREST

HOUR				
DAY				
WEEK				
MONTH				
YEAR				
	LOW	FAIR	GOOD	HIGH

GRAPHICS

- ▲ Sharp, well defined sprites and clear backgrounds.
- ▼ The age old problem of flicker rears its ugly head when the screen has lots of baddies on it, but this doesn't happen too often.

84

SOUND

- ▲ Yet again, a precise conversion and it doesn't sound like the usual garble pumping out of your Game Boy's speaker. Even better with headphones.

83

PLAYABILITY

- ▲ Pure no-nonsense gameplay with heaps of challenge.

88

LASTABILITY

- ▲ Tough and challenging at first...
- ▼ ...but over all too soon thanks to not enough levels.

81

OVERALL

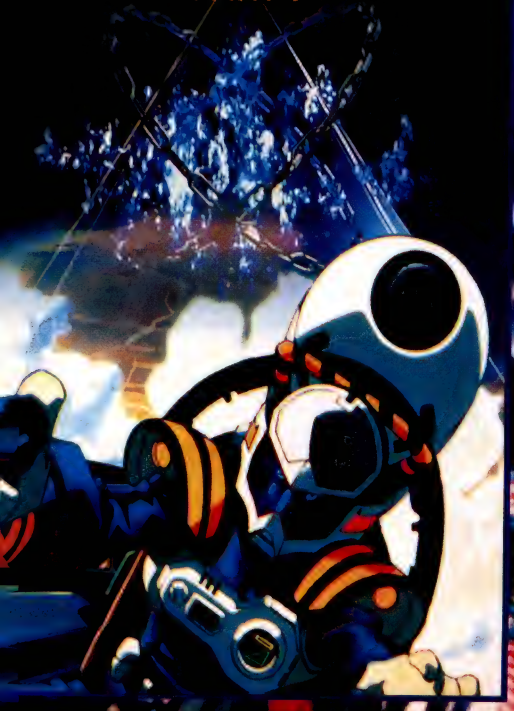
Mega Man is just as much fun on the Game Boy as he ever was on the NES, and the quality of this cart is top notch.

86

NINJA SCROLL

MACROSS
PLUS

PART 1



ANIME INTERVIEW AHOY!

Before Akira, Andy Frain had never seen any anime, so it's not surprising that the epic film by Katsuhiro Otomo left him gobsmacked! Since then, his interest had become both personal and professional; he went on "a path of discovery" as he puts it: going to Japan, meeting people and finding out more about the genre. He formed Manga Entertainment in England in 1991 and started releasing titles. Recently he attended Sydney's OZCON and gave a talk on an anime panel which included Amos, our resident anime-head here at NMS. Afterwards, tape recorder in hand he managed to score an interview with the chap...

NMS: What is your criteria when you first choose titles to release?

Andy Frain: Well, *Akira* was just amazing and I wanted to release mostly action orientated, hi-octane science fiction and fantasy titles. So whilst in Japan I picked up what I thought were the best titles around at the time.

NMS: Was *Urotsukidoji* - Legend of the Overfiend chosen just for shock effect?

AF: Yeah, in a different way to *Akira* it was like nothing I'd ever seen before! I certainly thought it could be successful, largely because of its shocking content. It's probably the least defensible title we've released [laughs] but then again, it's in which context you look at it. From the start, when any journalists writing about our releases said "cartoon", our press office would call and politely ask them not to use that word to describe them, as some were clearly for adults.

NMS: Do you plan to publish manga?

AF: We already have. Manga Publishing plan to release not only Japanese stuff but European and American comics as well. In Japan there's a strong link between manga and anime - it's important from both a fan and marketing point of view. A manga is published and, if successful, an anime based on it will appear some time later. It's great for fans and also beneficial for us in terms of our co-productions with Japanese studios. So if we publish a manga and the audience

likes it, that's going to give us the confidence to invest maybe several million dollars into an anime production over there.

NMS: In Japan, animation budgets are going down and there's a lot of remakes or continuations of popular anime from the past like *Macross* because there's already a fan base. So with your involvement in co-productions, do you see more adventurous works being produced?

AF: It became clear early on in my trips to Japan that the animation boom was over; nobody was prepared to commit *Akira* level budgets to productions anymore. I'm not saying that more money makes great anime, but with budget limitations - especially in animation - there's no possible way you can ever produce a film that's technically as competent as *Akira*, even with great people. So the idea for co-productions was there from the start, provided we were able to achieve a certain level of success to enable us to invest that sort of money overseas. To do this we also have to develop other markets for

with him on the new *Cobra* feature; I played him some tracks by Yello which I wanted to use and he thought it was great.

NMS: Will you be releasing soundtracks?

AF: Only where there's a market for it beyond the otaku (hard core fan), who can always get what they want via imports anyway. We're not against them at all, but we can't run a business just for them. We do listen to their comments and certainly there have been times I've been swayed by what they've said. So I don't feel bad about some people being deprived and I hope the otaku don't feel bad about us trying to expand the market.

NMS: What big releases can we expect from you?

AF: We may do *Street Fighter* (the anime version), it depends whether Columbia Pictures get it. It's an extremely highly branded and well known property and I think it will not only attract anime fans but an entire new group of people as well. If we can intro-

duce them to the other anime along the way that could be really exciting.

From Katsuhiro Otomo there's *Memories*. I've just seen the final cut in Japan, the sound has yet to be added but it's just incredible!

Otomo is the overall executive director, but the feature is split into three short films, two of which are directed by others. The standard of animation is extraordinary - it's way past *Akira*! The last part, called *Cannon Fodder* is directed by Otomo. It's an amazing piece of cinema work in that he made a film with with just one cut! Originally it was three minutes long and it ended up being twenty. It's one shot that's continually moving with some of the hugest backgrounds ever produced for animation! Hopefully it will be out in September.

Buichi Terasawa's new *Cobra* adventure is in the design stage at the moment; that's going to be great and *Ghost In The Shell*, based on Masamune Shirow's manga is going to be absolutely amazing! The manga is very complex; hopefully the feature will retain its depth but also satisfy someone who's after an action-packed ride. We're literally working on the script with the director right now, refining the English translation of the storyboards done by Kodansha [the publisher]. Both those titles may be released at the end of the year.

Manga Video titles are released in Australia by Siren Entertainment, phone (03) 826 6911.



Japanese animation internationally.

NMS: There's been an uproar from anime fans lately after an interview with your US branch's president, Marvin Gleicher, in *Animerica Magazine*. He talked about changing the music of Manga Video's future anime releases among other things.

AF: Yeah, there was a lot of misunderstanding there. I've felt that if there was a weak link in anime that we've released, it was the music. In some cases it's great, like the soundtrack to *Wings Of Honneamise* and *Macross Plus*, we wouldn't dream of changing them. But in other cases it isn't. In Japan, unless you collaborate with a record publisher from the beginning of production, there is no music budget. As a result in these cases the score is often appalling and sounds like it was done with cheap keyboards, and producers or directors we've talked to are very positive when we suggest changing the music. *Space Adventure Cobra* is over ten years old and the soundtrack was very "in" at the time, but it sounds like elevator music now, and I wasn't going to pick up the rights unless I could change it. Fortunately I met Terasawa in Japan because we're working

THE BATTLE BEGINS

DATA 7

THE LOST UNIT

DATA 8



M 15+ RECOMMENDED FOR MATURE AUDIENCES 15 YEARS AND OVER
MEDIUM LEVEL VIOLENCE

that had made Macross such a big hit in the 80s are all here again, but that's not to say that this series is a mere rehash of the old - far from it. Buy this now and see for yourself!

NINJA SCROLL

Manga Video (TBA \$29.95)

The trailer for this blew me away at OZCON and the rest of this anime is jaw-dropping, to say the least! Having already created some excellent anime set in the near future (Wicked City, Cyber City, Midnight Eye) and in the far future (Lensman), Yoshiaki Kawajiri takes us back to Feudal Japan for his latest action-fest.

A mysterious plague is sweeping through the countryside and a village has already been wiped out. A ninja team is sent to investigate but are ambushed - only the beautiful Kagero survives, saved by Jubei, a wandering ninja for hire. He is in turn unwillingly hired by old man Dakuwan, a government spy investigating the activities of the Shogun of the Dark who wishes to topple the Government. In their travels to discover the truth behind the plague they must fight the eight Devils of Kimon - warriors possessing demonic powers and ordered to kill Jubei and company!

Kawajiri's anime has always been very cinematic and Ninja Scroll is no exception. There's plenty of close ups, clever editing, moody lighting effects and distinctive character designs that make up his style. The plethora of clan names thrown at you make the more intricate aspects of the plot confusing at times, but sporting fighting sequences that put those live action ninja movies to shame, plenty of gore, some very evil characters and of course the magic Kawajiri touch, you must buy this now!

AD POLICE Parts 1, 2 & 3

Manga Video (TBA \$29.95)

Based on the manga by Tony Takezaki and set in Tokyo 2027, this anime focuses on the potential problems created by androids (or voomers as they're called) in a technologically-advanced society. When ordinary cop Leon takes out a crazed voomer holding up a bank he's drafted into the AD Police, a special unit set up to take care of non-human crimes. There he's teamed up with Geena Morris, a fiercely efficient member of the squad. Together they uncover an illegal business resuscitating decommissioned voomers and giving them sexual impulses to ahem, serve their owners. Unsurprisingly, the extra strain on their biochips has been driving them insane!

The attention focuses on different people in the other episodes and deals with the ethics of replacing body parts with cybernetics as well as questioning how far scientists can go in their research to create "a better world".

It's a violent and dark piece of work that could've benefited from a higher quality of animation. Sure, it's got interesting ideas, but when it's on a shelf next to say, Cyber

City or Black Magic M-66, I know what I'd rather watch.

LEGEND OF THE FOUR KINGS

Parts 1 & 2

Manga Video (TBA \$24.95)

Hajime, Tsuzuku, Owaru and Amaru Ryudo are orphaned brothers like no others. They all possess superhuman powers and speed (Owaru can skate faster than speeding cars!) and they even occasionally share the same dream ... spooky. Yet they still need the help of perky cousin Matsuri to get their butts out of bed in the mornings and fix them breakfast! Ominous bad dude Mr Gozen has taken an interest in these lads lately. First he tries to kidnap young Amaru and when that doesn't work, more drastic measures are made to encourage the brothers to work for him. He believes they are descendants of powerful dragons that have taken on human form - could the Legend of the Dragon Kings of the Four Seas be true?

In terms of animation quality, this lacks the visual punch of other titles around - the direction didn't blow me away either - but the story unfolds in such a soap opera-ish way (and at twelve parts, it can afford to!) it sucked me right in. There's still action sequences, explosions and all that, but in between is quite a touching tale of four brothers sticking together no matter what obstacles are thrown in their way. I wouldn't buy it, but it's certainly worth hiring.

GUYVER DATA FILES 7 & 8

Manga Video (M \$24.95)

You'd figure that after the last episode, Chronos had truly been finished, with that boss with the spooky eyes and bad hairdo plummeting to his death and the HQ levelled. But no! That's just the Japan branch. Under Mount Minakami more sinister things are going on, with Dr Balkus taking control of things. Sho's dad and Mizuky have been kidnapped and a trap has been set for the Guyver. Do the good guys have a chance, even with the help of new gun-toting friend Masaki?

The character designs have changed slightly, (Sho looks much younger as a result), and the animation quality's dropped a tad, to my mind. Fans will undoubtedly keep with the series, but if this hasn't impressed you in the past there's no reason why it should now!



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MAILBAG



As you will have noticed this month's Mailbag background theme is hot dogs. Unfortunately I've never really been partial to hot dogs when there's pizza to be had. However I am currently negotiating (with the assistance of the Bar B-Q Tool) for a pavlova sanger background for next month's Mailbag. If you wish your letter to reside among pav sambos then send it to Mailbag, PO Box A305, Sydney South NSW 2000.

P.S. Yes your handwriting does suck.
P.P.S. Of course, the Amos Wong dartboard was a good idea, it was mine.

DEAR FAT BOY

Why don't you make SSFII Vs MK2? You said that you couldn't work out who to put as the boss, well I have a solution. For the first and second rounds you could have one for each. For the third you could start with Shang Tsung and when his energy is half, or half the round is over, he could morph into M Bison. So now you have a solution for it, you can make the game, so please do it.
David Clemens
Buderim, Qld
P.S. If you don't print this letter I will come and eat you.

Monkey
Period -
Fat Boy
Kong.

The evolution of Fat Boy, the work of Benn Grandidge of Newcastle, NSW.

DEAR LORD FAT BOY

Firstly NMS rules blah, blah, blah. The other day when I was flicking through some of my back issues of NMS, I saw in issue 19 that you had your gold-plated Game Boy with you when you were kidnapped and taken to the fat farm. Well do you have a gold plated NES or Super NES? Secondly those lonely hearts that are so desperate that they have to get their names put in the world's greatest magazine of all time really suck. Can I have your autograph? Publish this letter or I will never buy your magazine ever again!
Yours sincerely and hopefully always buying NMS
Ryan Carrucan
East Doncaster, Vic
P.S. I know, I know my handwriting also suck!
P.P.S. The Amos Wong dartboard was a very good idea!

What an impudent question??!! Naturally my NES is gold-plated, however my Super NES is solid gold in recognition of my services to the gaming industry (and a deserved accolade at that I might add). As for the sad gits who write in thinking that NMS is a lonely hearts magazine, that is a subject I no longer wish to discuss.

Well David it sure could be interesting to see two of the most popular beat 'em ups go head to head in one game but there could a teensy copyright problem unless Capcom and Accolade decided to hop into bed together (in the business sense that is).

TO FAT BOY

I've sent a lot of letters to you and Skull, none of which you have printed. I'm beginning to get worried that I'm posting them to the wrong address or something. So please print this letter or indicate that you received it.
Curry Muncha
Casterton

Mr Muncha consider yourself suitably blessed with the printing of your

letter in the hallowed pages of NMS. It's a pity it wasn't more interesting.

DEAR FAT BOY

I'd just like to say that Mary rules, because she has Dr Martens and that Ben is the luckiest person I know and Earthworm Jim is awesome.
Yours sincerely (with much hoping that you print this)
Mosher
P.S. In issue 24, shouldn't Rod's rubber gloves be shoulder length?
P.P.S. Also in issue 24, if Jane wants to get noticed as a sex symbol, she should take photos of herself naked and send them to me.
P.P.P.S. How about a guide to Battleloads in Battlemaniacs?

Hello it's Mary here and I feel obliged to answer this letter (actually I had to distract Fat Boy by arranging the delivery of a mega pizza order with a pavlova sandwich on the side). Of course I rule and those boots along with my handy purse-sized chainsaw are my main editorial control tools (just ask one of the art droids or Andrew). As for your astute observation about Rod's rubber gloves, they should indeed be shoulder length but they still look very fetching with his matching handbag.

DEAR FAT BOY

I am disgraced at your Super NES reviews! They are so far behind! I was reading my friend's Games World Magazine of July 1994 and they were reviewing Earthworm Jim and there you have it reviewed in December 1994 issue 21! Plus they had Mighty Max, and you had it in January 1995 issue 22, and they had Bubsy 2! I haven't even seen Bubsy 1 reviewed! I am also going to crap

about your Tips And Tactics, I have sent in thousands of Tips And Tactics and none of them have been published and it wasn't like they were for Donkey Kong Country where heaps of people sent in Tips and Tactics. But, what really pisses me off is that you put in these HUGE pictures, like in September 1994, issue 18, that big picture of Wario Woods and then you don't publish many Tips and Tactics!

Le-who Ze-herst! If you're too thick to figure that out, it says Losers! Losers.
From one pissed off reader in Adelaide

P.S. You should have an NMS subscription.

P.P.S. Publish my letter or else!

P.P.P.S. Or else I'll stop reading your mag!

I believe that we've just been graced by a letter from the Einstein of our readership. Games World is an overseas magazine and, as such, they run on different game release dates to the ones we have here in Australia. With our reviews we try to walk a fine line between release dates of games available overseas and when they're available here. As I'm sure you noticed after reading the magazine (well, maybe someone has to read it to you), we run a mixture of reviews of games available locally and those which are only available on import. As for Bubsy 1, you will find him in issue 4. You can waffle on all you like about Tips And Tactics but if you continue to send us in crap tips we won't print them. Subscription details are available (as they are every month) in the imprint (the panel that tells you who does what on the magazine) and is always found on the Front Page, next to my monthly words of wisdom.

DEAR FAT BOY

Us dinos have just discovered how to use computers down here in Dino Land it takes ages before I can get an issue of NMS and all because the stupid Mario is the newsagent person in Dinosaur Land he always got a



Jungle Period - Fat Boy Blinks



Present Fat Boy.



MR PRASSARD'S SUPER CURRY RECIPE

YOU WILL BE NEEDING
 75 red chillies
 40,000 tonnes of curry powder
 A pinch of masala
 Two packets of Sunlong Rice
 205 packets of Satahdars
 Plain Poppodums
 A steel stomach
 A bucket of water close by (or a fire extinguisher)

DIRECTIONS
 1. Put all ingredients into a bowl
 2. Stir
 3. By now there should be a large mushroom cloud covering your whole country
 4. Start running!

game to make so he's never got the shop open. (Why does Mario close the shop? Why doesn't he trust us?) Which takes me to my point when am I getting my OWN game? After all I am loved by many. So, this time leave Mario out of it and all the other boring sods out of it too. And Nintendo, PLEASE put me on the Ultra 64, I heard it is very good from what I know, but you probably knew that ages ago, and I would have too if Mario had

cared about poor dinos out there like me who don't get their NMS on time. Oh yeah, and a big hi to Joshi my cousin (I'm gonna get a game and you won't see ner!) Yoshi
 P.S. Your art droid (who drew me stupidly in your poster) sux!

I would have thought that Mario was too busy to have time to run the local newsagency but there you go.

DEAR FAT BOY

I just wrote in to tell you that you are doing a great job (not that you don't know). In issue 24 I read that the original creator of Ren & Stimpy was sacked. I beg you for justice. Why couldn't the editor of the low life Sega magazines get sacked? So what I am asking is could we start a protest page titled Save Ren & Stimpy, where you cut out the page and get signatures and then send it to Nickelodeon.

Also competitions where you have to cut out entry forms really PISS ME OFF!! Because once you cut it out, you realise there is something on the back that

The Future - what lies ahead for Fat Boy? Will he become Fat Boy Alien?



you really like. So I am suggesting that you have a competition page that has got entry forms on one side and is blank on the other side.
 From your biggest pain in the butt
 Lehman Spadaccini (Lemon)

P.S. Sorry but if I sent in any sort of food, it was gonna cost me an extra \$10.00.

When was the last time that anyone asked you to send a coupon in for a competition in this magazine??? Fool! However a Save Ren & Stimpy page is not such a bad idea...

DEAR FAT BOY

There are some very important questions to me and probably most readers.

1. On Sunday, March 26, Channel 7 compiled a report on supposed eye-strain and vision problems with video games. I was wondering if you could put a couple of pages aside for the facts concerning this little problem i.e. battling Channel 7's debate?
2. In issue 25 you mentioned some sort of rumour about a new Mario Kart using Silicon Graphics Workstation-rendered graphics. Should the people who still haven't bought the original yet (yes we are sinful) hold out till this one is out or should they run out right now and buy a copy of the original this second?
 Hoping for a reply soon.
 Nicholas Wimble

Well Nicholas, we have already devoted numerous pages to the follies of the mainstream media in their coverage of video games, so your letter just gives me a chance to sound off on one of my favourite subjects. Most coverage of video games on TV or in newspapers is ill-informed conjecture written by people who probably can't use a toaster without technical assistance. That's about it.

As for Mario Kart, if you don't own a copy of this game already you should hang your head in shame!

DEAR FAT BOY

In issue 25 a person called Peter Jenkins from Pearceedale, Victoria wrote in asking about a Street Fighter III, Super Version. Well, I saw the same game. You said it was pirated. How would you know? You didn't see it.

Well, I was there the other day and I saw the box, I picked it up and did not go blind. On the back it said "Capcom USA". It also had the Nintendo Seal Of Quality. So it is not pirated. I am right, you are wrong! In your face you ... you ... you ... Amos-loving, Mario-hating pile of elephant faeces!

You better print this letter or I'll pop you!!

Buddha Man
 Tooradin, Vic

P.S. Can anyone there beat 1:18.76 for Easy Ride on Stunt Race FX? Can they huh, didn't think so!

P.P.S. The Street Fighter game is probably an American version or something.



Jason Lai's Junior Yaksmen Club was most impressive. Very, very nice work from Jeremy Brown of Forbes, NSW.

P.P.P.S. If you don't print this, it's probably because you're gutless and don't like to be proved wrong.

Well here we go ... again. The Street Fighter III you saw is NOT a real Capcom game. Does it not occur to you that if someone's happy to pirate a game they'd have no qualms about copying the Capcom

Lucas Parsons of Happy Valley, SA supplied us with his address figuring that we'd send him a prize. He was wrong but we liked his pic enough to print it.



logo and Nintendo Seal Of Quality? For the last time, there is no Street Fighter III game available on Nintendo.

DEAR FAT BOY

I have pieced together the facts about who really send you to Camp Slob, and I'm afraid I have some bad news. It was from one of your own. In fact, it was Amos Wong! Yes, he has been exposed as the lowlife scum he is. Think about it, Mary said that a letter came through from someone in the office thanking him or her for entrusting you into Camp Slob. But how do I know that it was Amos Wong? Well it's like this, we all know that Amos is as popular as the taxman so I figured that he was jealous of your popularity and to get you out of the way he got Camp Slob to take you away. I now fear for my safety and have decided to stay anonymous for obvious reasons. Anyway, I was wondering, can I have a copy of back issue 18?

The Detective

Somewhere in Austr...er, ia.
 P.S. I have a Super NES and I think that all the specs and bits and bytes and megs in the world don't make a good games system, good games that use those specs do, so don't go and buy the Ultra 64 because it's 64 bit, buy it because of Killer Instinct. P.P.S. How much will the 32-bit portable Virtual Boy system cost in Aussie dollars?

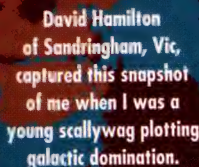
I have already had Amos in for questioning on that very subject. However I believe that although he has the motive we are in fact talking about someone who has been known to not be able to get a game cart out of the box without assistance - so somehow I don't think that he'd be capable of arranging my kidnapping. The search continues.



Q Dear Master of DSV,
This letter may sound like it's going to be rat *&^%\$ but it gets better. Once I was a blind Sega head, laughing at anything to do with Nintendo. But, fortunately, I bought a Super Nintendo. After that I rented a few games ... and jumped on my Mega Drive! I have never looked back since. Anyway, here is my question: Will there ever be Doom on the Super NES? I have played the PC version on a friend's computer and loved it. All the violence and such.
P.S. How can I join you and your minions in DSV?
— *Justin Patterson,*
Glen Innes, NSW

A Skull: A frequently asked question, and one that is answered more than once in this month's Q&A pages. No, Doom will not be gracing the screens of Super NES owners, but it will appear on the Ultra 64. Check out the Ultra 64 preview for more details. Join me in DSV? Why certainly! Consider yourself enlisted!

1. I bought Shadowrun and it is very cool, but I can't get past the Jester spirit, how the hell do you?
2. Is there going to be a Mortal Kombat movie?
3. Is there a SSFII video guide?
4. A while back you said something about a Doom game for the Super



A Skull: 1. Use a Summon Spirit spell from a distance to subdue him. When he is subdued tell him his real name (find this out from Vlad) and ask him about Drake.

2. Yes. It stars Christopher Lambert (of Highlander fame) and a whole lot of actors I've never heard of.

3. No, there isn't.

Q Dear Skull,
You are an insignificant piece of swamp slime, a filthy barnacle on the bottom of the good ship NMS.
As to your question whether anyone was offended by the sexist comments in Q&A, I for one am severely pissed off about these comments made towards female characters. Even fictional characters deserve some credit. I like the female characters because of their speed and agility, not because of what they are wearing. I think that is utterly disgusting and I urge any female Nintendo players to write in with their opinions to your Q&A section. Dick Farran, you are a sexist, chauvinist pig. You will be condemned to Hell.

On to some lighter issues then.

1. A while ago there was a question about Super Mario Land 2 regarding some strange letters. They do exist and are found in the last area of the Mario Zone. They read N&B.

2. Tell Fat Boy to get his act together and stop answering letters written by idiots.

"I, the undersigned, do solemnly swear that the words in this letter are the truth, the whole truth and nothing but the truth, so help me Mario."

PS. I am not some spotty, snot nosed kid. I am a 20 year old full blooded N Head. Thanks for letting me share my views.

— From a Sensitive New Age
Nintendo Gamer.

A Skull: Excellent! That was the sort of reaction I was hop-

If only you'd come closer, Jake. I almost had you in my grasp!



Q 1. I was wondering are you really a skull, if so can you bang your head on the nearest hard object and tell me what the nose bone looks like when it's broken?

2. I am unworthy and I am scum, yes. I own a Mega Drive, I beg forgiveness, can you tell me an interesting way of disposing of it?

3. I read the letter from the intergalactic agent in issue #23, and I think people shouldn't threaten the Skull, so if you forgive me I'll send you an Alien Citizenship and a special Skull Visa.

— *Matthew Cameron,*
Glandare, SA

A Skull: 1. I'm not going to bang my head on something hard just for your amusement! But I will bang someone else's! Amos, come here now! Grab! Swing! CRACK!! A broken nose bone (cartilage, actually) can look very messy. You can go now Amos, thanks.

2. Blow it up! Nothing short of an explosion will do!
(Remember to have a responsible adult supervise the detonation.)

3. I may forgive you if you send me photographic evidence of the Mega Drive's destruction, but don't worry about the passport and visa, I have everything under control. Yes, it's all falling in place. Heh, heh, heh!

Q Greetings from a resident of the city where nothing happens. Namely, Townsville, North Queensland. It's okay here when you're 18, I guess, but when you're a free spirited minor, you've got problems. I tell you, we have some very bored and frustrated youngsters up here! Luckily I don't have much of a worry anymore. My years of boredom are almost over

because in a few months I'll be 18. Cool huh!

You'll be happy to know that I buy NMS every month and I think it's great, blah, blah, blah. Anyway, I hope you liked my envelope drawing of Cammy. I'll be sending you an original drawing of Kitana next week and other such original drawings every week thereafter until you get sick of me!

Why am I doing this you ask? In issue #24 you were asked by one Dick Farren which of the game babes you liked most and, well, my Lord, you really put your foot in it by promising a game to the owner of the sexiest drawing, didn't you? You had better honour your promise or you'll have some very pissed off readers and artists, I can tell you!

I didn't find the suggestion sexist at all, although being a girl I should. As far as artistic talent goes, female characters are my speciality.

Well, I think I've wasted enough space on your page so I'll close by saying I love your page so keep up the great work!

— Tracie (alias Elmo),
Townsville, Qld

P.S. You can keep the drawings!

P.P.S. You are nice, aren't you?

P.P.P.S. You'll hear from me again!

A Skull: Bored in Queensland, eh? That's no good! Oh well, happy birthday, I hope you're having lots of fun now that you are no longer a minor!

Yes, I will be giving away a game (a good one - DSV approved!), but not until next month (or the one after) so there's still time to send in more entries. Anyway, I liked your pic of Cammy and I'm looking forward to hearing from you again. And now another letter which arrived in a Cammy covered envelope...

Q We all know that because of the difference in the Hz frequency between Australian (Pal) and US and Japanese (NTSC) TVs our Super Nintendos run at a 17% reduced speed and vertical screen height. My question is what is Nintendo doing about this problem for the Ultra 64? I sure as hell don't want to be playing Ultra 64 games at 17% slower speed than they were meant to be played at and with ugly black borders at the top and bottom of the screen.

— Curious

A Skull: You have raised a very valid point and one that I'm sure has been buzzing round in the back of many people's minds. Nintendo wouldn't/couldn't give us any accurate information on this subject as these details are usually left to last. Nintendo will be concentrating on getting the Ultra 64 out in Japan and the US first, and then worry about making the Pal version to Australia and the UK. Hopefully they'll listen to your worries and make the Pal versions every bit as good as the others, as the Super NES has suffered much criticism for the squashing of games, especially those such as Street Fighter II.

Q To Skull.

With the mail art, I don't think it's sexist and I'm a girl. If my brother and I win, we would like Syndicate.

1. Do you have any more info on Ultra 64 games?

2. I have heard that Ultra 64 games will have approximately the same price range as Super Nintendo



Here's a picture of me in my stress relief booth. It was bravely illustrated by Nat Young.

games, do you know of this to be true, or not?

3. When will the Virtual Boy be released and at what price?

4. When will the digitised version of Street Fighter be released in the arcades?

5. Will Killer Instinct be released at the same time as the Ultra 64, if so can you put a play guide in NMS?

I have been told that the Ultra 64 is being released in September for \$400, is that awesome or what?

— Sascha and Daniel Mills,
Wallbridge,
Eastwood, NSW

A Skull: 1. As you know, Killer Instinct, Cruis'n USA and Doom have already been announced for the home version Ultra 64, but there are literally hundreds of games being worked on by the myriad of software developers signed up with Nintendo. Unfortunately, most of these will remain secret until the release of the Ultra 64, but there are some interesting scraps of information floating around. One is that Nintendo game guru, Shigeru Miyamoto, is working with Paradigm Simulation Inc, an American company that does graphics work for Silicon Graphics. Word is they're developing a real-time 3D flight sim for the Ultra 64, but no details of the game have been disclosed, although considering Shigeru's past performance with games like Pilotwings, the end result will be very special. Akira has been

shelved for the Super NES and slated for the Ultra 64, and Earthworm Jim 2 will appear on both formats. Look, there'll be so many sequels and updates of existing games you won't know what to buy!

3. A release date and price for the Virtual Boy had not been announced for Australia.

4. It should be out

5. Yes. Done. \$400 is a guess based on the \$250 price tag for the American release, and Australia probably won't see the Ultra 64 until closer to '96.

Q 1. I was looking over issue #24 in the Q&A pages and I noticed a very strange thing. The background, in some places, looked three dimensional if you stared at it for long enough. Was this done on purpose, is it a freak of nature, or have my eyes been permanently damaged from playing too much Donkey Kong Country?

2. Is there going to be a Mario Kart 2 or is anything like it being made? I've already got Street Racer so don't say that. In issue #18 you showed a screen shot of a game called Racer's Spirits, is it any good?

3. Has the Ultra 64 got special polygon chips like the Play Station and Saturn?

4. I read in a Pommie mag that Nintendo has some 32 bit chips for the Super NES and were going to put them in games so they run faster and are at 32 bit quality. Is this true?

— Paul Z

A Skull: 1. It was an intentional freak of nature designed to permanently damage the eyes of Donkey Kong fiends. Hold the page even closer to find more subliminal messages!

2. As you may have read in NMS a few months ago, Rare is apparently working on a full rendered Mario Kart style racing game. Nothing has been heard of it since, but it probably won't be revealed until it's ready to be released.

3. Yep, but much more special.

4. Yes, it's an interesting rumour. Unfortunately that's all it is at the moment - a rumour - as Nintendo hasn't announced anything about it. But then again, they never do.



A portrait of my ravishing wife by David McDermott of Chatswood, NSW.



The promise of free comics has certainly inspired an increase in correspondence, but we're after quality, not quantity. And we need more Game Boy tips, I mean only one worth printing this month!? Come on, you guys and gals can do better than that, so get cracking!

Send your tips, tactics, hints and help to **NHS, PO Box A305, Sydney South, NSW 2000**. And don't forget to include your name and address because if your tips are published we'll send you a comic, and it helps us to know where to send it!

tips & tactics

GAME BOY



WARIO BLAST

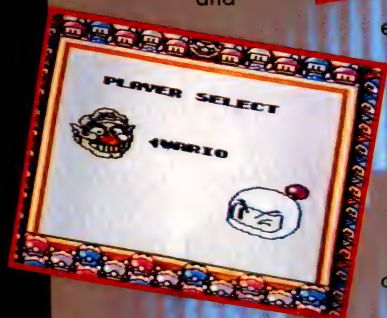
PASS CODE:

James Stewart of Melbourne has this great code which gives Wario full power. Go to the password screen and



enter **2264**.

It is also possible to reverse any code, thus allowing Bomberman to take the place of Wario.



NES

METROID

PASS CODE: Here's a top code from Alfie Llanos of Bidwill in NSW. You'll have everything except for all the missiles and you'll start near the Mother Brain.

**1uLd7 Kboo-W
79txz1 W000r0**

LOLO 2

PASS CODES: Lolo! Lolo! Bring back Lolo! You can bring him back with these codes, supplied by Peter Calnan of Mildura.

1-3: **PQPD**

1-4: **PVPT**

5-2: **HBKM**

5-3: **HLKY**

6-4: **HJKR**

Castle 3: **QKDH**

Last Castle: **VQTD**

SUPER NES

SYNDICATE

PASSCODES: Agent Jeremy Goldring of SA sent us a couple of codes for this brilliant four player strategy blaster.

Level 2, version 3 mods and all

weapons: **BBG796—2TTLCV**

Australia (last level):

5FBV6BZ

984YTB

Jeremy also tells us that to replay a level simply set the

tax rate of that country to 100% and the citizens will soon rebel. Now you can go back in and teach them the error of their ways!

Wait! Here's another pass code, this time from agent Chris Easey. It

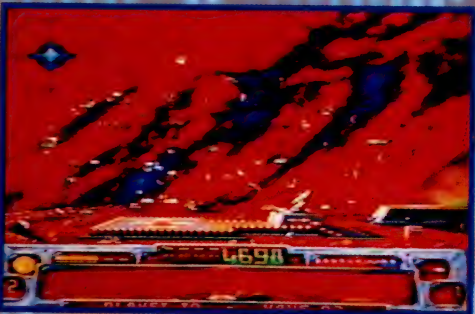


NINTENDO HELP SYSTEM

gives you tons of money, all the technology, all the weapons and almost fills up your cryo chambers. It is: **NDBBVWKKMB**

DESERT FIGHTER

POWER UP A-10: Here's a neat trick to boost the firepower of your A-10 aircraft. Take off and after the "Good Luck!" message continue to fly straight without changing your speed. Fire one shot from your air-to-ground gun then immediately hold the **X** button until the message "Super A-10" appears on screen. Bob's your uncle! Your cannon now has massive destructive power and you can fly faster.



SUPER DROPZONE

PASS CODE: Mark Muir of the ACT tells us that to warp to the snake boss you must enter the code **41201018**.

WOLFENSTEIN

CHEATS: All you Doom-deprived deviants have had to make do with id's earlier game Wolfenstein. But that's not bad, is it? Gareth Anderson of Rosebud South in Victoria sent us cheats for a level select, ammo, and God mode.

LEVEL SELECT: Hold the **R** button before turning on the Super NES or before resetting the system. When the title screen appears

quickly press **Up and Select** simultaneously.

AMMO: To fill all your weapons with ammo go to the map and press **R, Up, B** and **A** quickly. If you do it twice you will get both keys.

GOD MODE: Go to the map screen and press **B, Up, B, A**.

EARTHWORM JIM

LEVEL SELECT: At any time during the game (paused or unpaused) hold **Left** and **A** for six seconds then press **B, X, A, A, B, X, A**. Done correctly, you will be taken to a screen from which you can access any level. This was sent in by Adam Barker of Dee Why.

MEGAMAN X

Megaman X has certainly proved to be one of the most popular games, with readers sending in hints and tips every day. One of those is lih Weng Chong of East Killara in NSW, and here are his handy hints.

CAPSULE LOCATIONS: **Running boots:** Middle of Chill Penguin stage.

Armour: On top of cave in Sting Chameleon stage.

Helmet: Near the bottom of the last big ladder in Storm Eagle stage.

Fireball: Go to Armoured Armadillo stage and get the power up above the boss chamber. Exit and repeat five times. You need full power for the fireball to work.

Full fire power: In Flame Mammoth stage, near the sub tank, you'll find a column from the ceiling that is made of blocks you can break with the improved helmet. This leads to a capsule which will allow you to fire charged shots from the other weapons.

SUB TANKS: **First sub**

tank: Above the first group of lifts in a chamber in Storm Eagle stage.

Second sub tank: In the section with the



miners in the Flame Mammoth stage, climb the wall on the left.

Third sub tank: In Spark Mandrill stage go down the route at the start and fire boomerangs at it.

Fourth sub tank: In the first mining machine chamber of the Armoured Armadillo stage.

CLAY FIGHTER 2

HIDDEN CHARACTERS AND MOVES:

Clay Fighter 2 is no great shakes in the originality department, but it is fun and has really interesting graphics.

Each character has an alter ego that they must confront after defeating

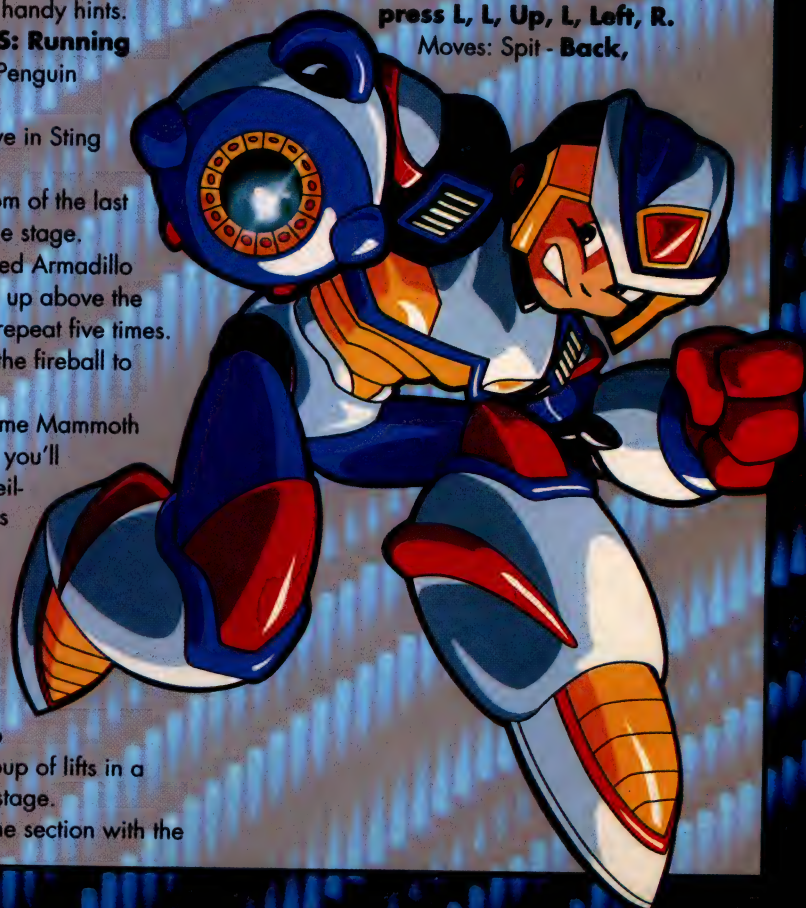
all the other clay fighters on the hardest level. After defeating your evil clone twin you are given a code which allows you to play as it. Leon

Felgendrejeris of Maryborough, Qld was the first to send us the codes and

the special moves for the secret dopplegangers. The access codes must be entered on the main menu screen.

SLYCK (Blob) Code: **Hold Y then press L, L, Up, L, Left, R.**

Moves: Spit - Back,



back/down, down, down/toward, toward + punch.

Rapid punch - **Hit punch buttons repeatedly.**

ICE (Frosty) Code: **Hold B then press Up, L, L, L, Right.**

Moves: Blizzard - **Down, down/toward, toward + punch.**

Slide punch - **Tap back three times then punch.**

BUTCH (Tiny) Code: **Hold L then press X, R, A, X, R, R.**

Moves: Dive slide - **Back, toward + punch.**

Handstand kick - **Back, down, down/back + kick.**

Body slam - **Down, up + punch.**

PEELGOOD (Nana) Code: **Hold down/left, then press B, Y, Y, A, Y.**

Moves: Back flip - **Down, down/back, back + kick.**

SPIKE (Goo Goo) Code: **Hold R then press X, B, B, A, Y, Left, A.**

Moves: Rattle spin - **Down, down/back, back + kick.**

"Mummy's Girl!" - **Hit punch buttons repeatedly.**

THUNDER (Kangoo) Code: **Hold up/left then press Y, B, X, B, B, X, A.**

Moves: Slide kick - **Down/back, down, down/toward + kick.**

Joey uppercut - **Toward, toward/down, down, down/back, back + kick.**

JACK (Octo) Code: **Hold up then press X, A, R, R, Y, A.**

Moves: Back flip - **Down, down/back, back + punch or tap back twice + punch.**

Slide kick - **Down, down/back, back + kick.**

SARGE (Hoppy) Code: **Hold X then press L, L, up, down, left, down.**

Moves: Hand stand kick - **Down, up + kick.**

Flying kick - **Back, towards + kick.**

To activate all at once **hold L and X then press up, up, Select, up, up right.**

BRUTAL: PAWS OF FURY

USE THE LAST GUY: That's what Leon Sinclair of Kirwan says you'll be able to do if you follow these directions. On the title screen press **X, A, B, A, Left, A.** When entered you'll hear a tune. The last guy's moves are as follows.

Taunt: **A + B**

Headbutt: **A + R**

Smoke attack: **Back, back/down, down,**

down/forward, forward.

Mind of the Gods:

Forward, forward/forward/down, down, down/back, back.

Apocalypse: **Down, forward + A (quickly)**

MICRO MACHINES

TOP SECRETS: The original NES version of this fine game contained some rather interesting secrets, so it's not surprising that the Super NES version harbours them as well.

Qualifying Race -

Finish third on the boat race then press **UP, Select** and **B** simultaneously. When the screen turns blue press

Start and you'll have six lives.

Race One - Drive to the bottom left of the screen where the box of Toppies rests and pause the game with the car parked in the bottom left corner of the blue square that is littered with cereal. Here you will get an extra life.

Race Two - When your car takes off from the blue folder ramp, pause the game to receive the extra life.

Race Five - Pause the game with the car in the far left-hand corner of the track to enjoy super grip tyres.

Race Six - Pause the game with the car in the shadow of the green ball, situated by the bottom right-hand pocket to gain an extra life.

Race Seven - Park beneath the spout of the oil can and pause the game for an extra life.

Race Nine - See the footprint by the second pool of water? Park in the heel and pause the game and an extra life will be yours.



BLACKHAWK

LEVEL CODES: Stuck on a level? Not any more!

Level 1: **FBWC**

Level 2: **QP7R**

Level 3: **WJTV**

Level 4: **RRYB**

Level 5: **ZS9P**

Level 6: **XJSN**

Level 7: **CGDM**

Level 8: **TJ1F**

Level 9: **GSG3**

Level 10: **BMHS**

Level 11: **Y4DJ**

Level 12: **MCKD**

Level 13: **NRLF**

Level 14: **J6BZ**

Level 15: **MJXG**

Level 16: **K3CH**

STUNT RACE FX

INVISIBLE TRACK: Not

really a cheat, more a glitch in the program, but we like it! Select the 2WD and go to the Night Cruise circuit. At the start of the race reverse to the right so that the 2WD's nose is

facing the stadium where it passes beneath the fly-over. Power into the stand using a combination of acceleration and boost. At the end of the stand press Left and L at the same time. Somehow this allows you to teleport to a strange place where there is no road, but it is still possible to drive around, but if you hit a column you will return to the surface.

VORTEX

INVINCIBILITY: To render your battle suit invincible to enemy fire enter HVZSM as the password.

CHEAT: This code allows you to skip levels by pressing **A**, terminate the BMS with **Y**,



give yourself infinite lives and ammo with the **R** button. Magic! Just remember to do all this with control pad number two. **CTGXF**
RE-FUEL: You needn't enter any passwords to get this cheat to work, all you have to do to replenish your fuel supplies is walk to the outer barrier and the mother ship will come down and re-fuel you.

DAFFY DUCK

EXTRA LIVES: Paul Lewandowski of Parramatta, NSW, offers this cheat for the Marvin Missions. Begin a new game and when the screen says "Where there's duck there's fire!" press **Left, Left, Right, Right, Up, Down, Y, A, B, X**. You should hear Daffy scream "Mother!" and you will have 50 lives, 30,000 credits and 7 nutty attacks.

ACTION REPLAY CODES

GAME BOY ACTION REPLAY CODES

A couple of months ago a reader named Jake Datson Watson of Queensland sent us some Action Replay codes for the Game Boy. Well, he's sent us some more.

JURASSIC PARK

0C99 54C0 - Infinite high power bullets.
0C99 53C0 - Infinite low power bullets.
0C99 55C0 - Infinite medium power bullets.
0C99 56C0 - Infinite spread shot.
0C99 52C0 - Invincible Dr Grant.

MORTAL KOMBAT II

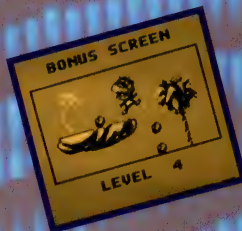
0307 A2FF +
03F7 0FDD - Start the game closer to your opponent.
01FF F1FF - Infinite time.
0307 A2FF - Be invisible while playing.

KIRBY'S DREAMLAND

043A BED3 - Kirby does odd things after eating enemies and he can use the microphone when in mid air.
010A BED2 - Bad guys only shoot down.
0A40 8CFF - Makes the game harder.
0199 88D0 - Can choose 99 squares of

energy.

0199 8AD0 - Can choose up to 99 lives.
01XX 810D - Replace **XX** with numbers **00** to **FF** to change Super Game Boy colours of Kirby and enemies.



AGRO SAUR

0199 9701 - Infinite coconuts.

TETRIS

0999 99FF - Blocks don't fall down unless you press and hold down.
0103 A0C0 - Quadruples your score.
0104 9EFF - Quadruples the number of lines you get.

GARGOYLE'S QUEST

0199 18DF - Infinite vials.

SUPER NES ACTION REPLAY CODES

SUPER STREET FIGHTER II

7E07 7CFF +
7E07 7A01 - Player one. Use both codes to perform amazing combos - experiment with all characters!
7E05 3CFF +
7E05 3A01 - Same above for player two.
7E05 EB00 - Player one Chun Li can perform her flipping neck breaker at any distance.



7E07 2B00 - Same above for player two.
7E06 A901 - Player one has unlimited grab range for Siberian Bear Crusher.
7E08 E801 - Player two, same as above.
7E06 A800 - Player one has unlimited grab range for spinning pile driver.
7E08 E800 - Player two, same as above.
 All these Super SFII codes are from Long Vo of Fairfield West.

DAFFY DUCK

7E1F 1099 - Infinite lives.
7E1F 0E20 - Infinite energy.
7E1F 4528 - Infinite fuel.
7E1F 1607 - Infinite nutty attack.
7E1F 2A99 - Infinite freeze gun.
7E1F 2C99 - Infinite electricity gun.
7E1F 2E99 - Infinite three-way gun.
7E1F 3099 - Infinite bomb gun.
7E1F 3299 - Infinite anti-matter gun.
7E1F 9130 +
7E00 F830 - Infinite money. These codes were all from Paul Lewandowski.

GHOU PATROL

7E1D A102 - Infinite lives, player one.
7E1D A302 - Infinite lives, player two.
7E1D 2360 - Infinite laser, player one.
7E1D 4360 - Infinite laser, player two.
7E1D 5D01 - Infinite keys, player one.
7E1D 1F99 - Infinite machine, player one.
7E1D 3D99 - Infinite machine player two.
7E1D 6101 - Infinite monster potions, player one.
7E1D 8101 - Infinite monster potions, player two.
7E1D 090A - Infinite energy, player one.
7E1D 0B0A - Infinite energy, player two.
 From Damien Harrison of Greenacres, SA.

THE NINTENDO MAGAZINE SYSTEM



NMS 1 REVIEWS SNES: Super Star Wars, Road Runner, Lethal Weapon. NES: Spiderman: Return Of The Sinister Six, Battletoads. GB: Super Mario Land II, Incredible Crash Test Dummies. **GUIDES:** Street Fighter II (SNES), Legend Of Zelda: A Link To The Past (SNES).



NMS 2 REVIEWS SNES: Starwing, The Lost Vikings, King Arthur's World, Desert Strike. NES: The Simpsons - Krusty's Fun House. GB: Alien 3, F-15 Strike Eagle. **GUIDES:** Street Fighter II (SNES), Legend Of Zelda: A Link To The Past (SNES).



NMS 3 REVIEWS SNES: B.O.B., NHLPA Hockey, Blues Brothers, Spindizzy Worlds. NES: Jetsons, Ferrari Grand Prix. GB: Agro Soar, Lemmings. **GUIDE:** Legend Of Zelda: A Link To The Past (SNES).



NMS 4 REVIEWS SNES: Addam's Family - Pugsley's Scavenger Hunt, Prince Of Persia, Mario Paint, John Madden Football '93. NES: Batman. GB: Krusty's Fun House, The Flintstones - King Rock Treasure Island. **GUIDE:** Legend Of Zelda: A Link To The Past (SNES).



NMS 5 REVIEWS SNES: Alien 3, Super Strike Eagle, Shadowrun, Mech Warriors, Jimmy Connors' Tennis. NES: Bartman Vs. Radioactive Man, Hyper Soccer, World Cup Soccer, Kick Off, Goal Two. **GUIDES:** Super Mario Land 2 (GB), Starwing (SNES).



NMS 6 REVIEWS SNES: NBA Basketball, Tiny Toon Adventures, WWF Royal Rumble, Mortal Kombat. NES: Jurassic Park. **GUIDES:** Super Mario Land 2 (GB), Starwing (SNES).



NMS 7 REVIEWS SNES: Super Mario All Stars, Street Fighter II Turbo, Tazmania, Nigel Mansell's F1 Challenge, Wayne's World. NES: Elite, Super Turrican. **GUIDES:** Tom & Jerry (NES), Starwing (SNES).



NMS 8 REVIEWS SNES: Super Bomber Man, Boxing Legends Of The Ring, Mario Is Missing, Another World, California Games II, Kevin Keegan's Player Manager, Pocky & Rocky. NES: Eliminator Boat Duel. **GUIDES:** Tom & Jerry (NES), Starwing (SNES).



NMS 9 REVIEWS SNES: Batman Returns, Daffy Duck, Goof Troop, Parodius. NES: The Flintstones - The Rescue Of Dino & Hoppy, Double Dragon III. GB: NBA All-Star Challenge. **GUIDES:** Mortal Kombat (SNES & GB), Eliminator Boat Duel (NES), Alien 3 (SNES).



NMS 10 REVIEWS SNES: Equinox, Yoshi's Cookie, Super Turrican, Flashback, Aero The Acrobat, Zombies Ate My Neighbours, Rocky Rodent. GB: Legend Of Zelda: Link's Awakening, Adventure Island 2, Pang, Felix The Cat. **GUIDES:** The Jetsons (NES), Parodius (SNES), Super Mario World (SNES).



NMS 11 REVIEWS SNES: TMNT Tournament Fighters, Choplifter III, Super Empire Strikes Back, R-Type III, Major Title, Skyblazer, Cool Spot, Art Of Fighting. NES: Bubble Bobble, Kirby's Adventure. **GUIDES:** The Lost Vikings (SNES), Shadowrun (SNES).



NMS 12 REVIEWS SNES: NBA Jam, Ren & Stimpy Veediots, Aladdin, The Flintstones - The Treasure Of Sierra Madrock, Yoshi's Safari, Fatal Fury, Rock 'N' Roll Racing. NES: Darkwing Duck, Mighty Final Fight, Jimmy Connors' Tennis. GB: Garfield. **GUIDES:** Zombies, Zelda II: The Adventure Of Link (NES).



NMS 13 REVIEWS SNES: Mario & Wario, Alfred Chicken, Young Merlin, Biometal, Super Off Road - The Baja, T2 - The Arcade Game, Battleclash, Championship Pool. NES: Kabuki Quantum Fighters. GB: Popeye, Bart & The Beanstalk. **GUIDES:** Super Bomber Man (SNES), Super Mario Bros 1, 2 & 3 (NES), Jurassic Park (SNES).

NMS 14 REVIEWS SNES: Clayfighter, John Madden Football '94, Pac Attack, The Jetsons - Invasion Of The Planet Pirates, NHL Hockey, Megaman X, X-Kaliber 2097. NES: Super Off Road. GB: Kirby's Pinball, Metroid II. **GUIDES:** Solstice (NES), Zombies (SNES), Jurassic Park (SNES).

NMS 15 REVIEWS SNES: Super Metroid, Plok, Shanghai, Secret Of Mana, Suzuka 8 Hours. NES: RC Pro Am 2, Mr Gimmick. GB: Road Rash. **GUIDES:** Young Merlin (SNES), Zelda - Link's Awakening (GB).

NMS 16 REVIEWS SNES: Desert Fighter, Jungle Book, Chaos Engine, Fun & Games, Turn & Burn, Claymates. GB: Lawnmower Man, Jungle Book, Battletoads, The Real Ghostbusters. **GUIDE:** Zelda - Link's Awakening (GB). **PLUS:** Shigeru Miyamoto interview.

NMS 17 REVIEWS SNES: Stunt Race FX, Spectre, Dragon, SOS. NES: Jungle Book, Pac Man. GB: Ms Pac Man, Donkey Kong, Tetris 2. **GUIDES:** Super Metroid (SNES), Zelda - Link's Awakening (GB).

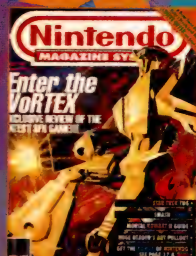
NMS 18 REVIEWS SNES: Super Street Fighter II, Mortal Kombat II, Eye Of The Beholder, Spiderman & Venom - Maximum Carnage, Super Adventure Island, Ranma 1/2 III. GB: Kirby's Dream Land, Cool Spot. **GUIDE:** Zelda - Link's Awakening (GB). **PLUS:** Behind The Scenes Of The Street Fighter Movie.



What do you mean you don't have every single copy of Nintendo Magazine System to ever grace the newsstands???????

How could ever call yourself a true believer????!!

What you need are **BACK ISSUES!!!!!!**



NMS 19 REVIEWS SNES: Vortex, Smash Tennis, Star Trek TNG - Futures Past, Legend. NES: Teenage Mutant Ninja Turtles, Ultimate Air Combat. GB: Alien Vs. Predator, Lucle. **GUIDES:** Mortal Kombat II (SNES), Super Metroid (SNES).



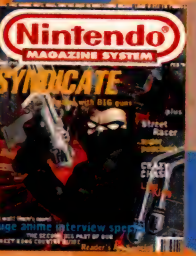
NMS 20 REVIEWS SNES: Donkey Kong Country, Micro Machines, Brett Hull Hockey, Lemmings 2, ESPN Baseball, Metal Combat. GB: Mortal Kombat II, Ichy & Scratchy Miniature Golf Madness, Ducktales 2. **GUIDE:** Stunt Race FX (SNES). **PLUS:** Rare Software interview.



NMS 21 REVIEWS SNES: Earthworm Jim, Ren & Stimpy Time Warp, Mickey Mania, Super Morph, Mickey's Ultimate Challenge, Drop Zone, Radical Rex. NES: Smash TV. GB: The Flintstones, Micro Machines. **GUIDE:** Stunt Race FX (SNES).



NMS 22 REVIEWS SNES: Super Return Of The Jedi, Beastball, Illusion Of Gaia, Mighty Max, Pitfall, Jammit, Barkley Shut Up & Jam. NES: Wario's Woods. GB: Jurassic Park 2, Wario Blast, Game Boy Gallery, Mighty Morphin' Power Rangers. **GUIDE:** Donkey Kong Country (SNES). **PLUS:** Street Fighter Movie.



NMS 23 REVIEWS SNES: Syndicate, Street Racer, Super Punch Out, Capcom's Soccer Shootout, Wario's Woods, Kid Klown In Crazy Chase, The Lion King, Jurassic Park 2. NES: Kick Off. GB: Soccer. **GUIDE:** Donkey Kong Country (SNES). **PLUS:** Anime/Buichi Terasawa Interview, Argonaut Interview.



NMS 24 REVIEWS ULTRA 64: Killer Instinct, Cruis'n USA. SNES: Cannon Fodder, Final Fantasy III, Ghouls Patrol, Tetris & Dr Mario, Super Probotector. GB: NBA Jam, Nigel Mansell's. **GUIDES:** Secret Of Mana (SNES), Donkey Kong Country (SNES). **EXTRA:** Amos Wong Dartboard, Behind The Scenes Of NMS.



NMS 25 REVIEWS SNES: Unirally, NBA Jam Tournament Edition, Seaquest DSV, Cal Ripken Jr Baseball, Rise Of The Robots, Shaq Fu, Wolverine Adamantium Rage, Outlander; GB: Stargate; **GUIDE:** Super Punch Out; **PLUS:** Interview with Nintendo Australia's Marketing Director.



NMS 26 REVIEWS SNES: Kirby's Dream Course, Warlock, Full Throttle, All-American Racing, Newman-Haas Indycar Featuring Nigel Mansell, Super Pinball, Mystic Quest Legend; GB: Seaquest DSV; **GUIDE:** Killer Instinct; **PLUS:** Virtual Boy Special, Street Fighter Anime Preview.

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Yeah, yeah, yeah I'm filling it out. When you get it please rush me copy/copies of what I've ticked. Okay?! **DO IT NOW!** Oh, do I get a **FREE** set of steak knives with it or what?

- | | | | |
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NBA JAM

tournament edition

PLAYER'S GUIDE

Sports games don't get any more fun or exciting than the brilliant NBA Jam - except NBA Jam Tournament Edition, that is. This game has it all - and then some. More speed, more control, more action and more secrets than you'd believe. And guess what? We've got them all - hidden characters, extra power ups, the lot! And we've decided to share them all with you, our beloved readers. Better jump to it then...

SECRET CHARACTERS

Unlike the first NBA Jam the hidden characters in TE have their own skills and abilities and are not merely replacements for the missing players. Entering the initials to reach the secret characters in TE is something of a tournament in itself as the method used to access them takes skill, memory and plenty of practice. Pay attention and I'll explain the process.

ENTER YOUR INITIALS FOR RECORD KEEPING?

YES
no

1. Highlight YES to inputting your initials then...
2. Highlight, using the joypad, the first letter of the initial for the character you want to play and...
3. Press the corresponding button of the Joypad Combination making sure to press START at the same time, UNLESS that letter is an "N", in which case press any button you jolly well please, but WITHOUT pressing START. Got it?
4. Repeat the process for initials two and three. If the cheat has been successful the words SECRET CHARACTER should appear.



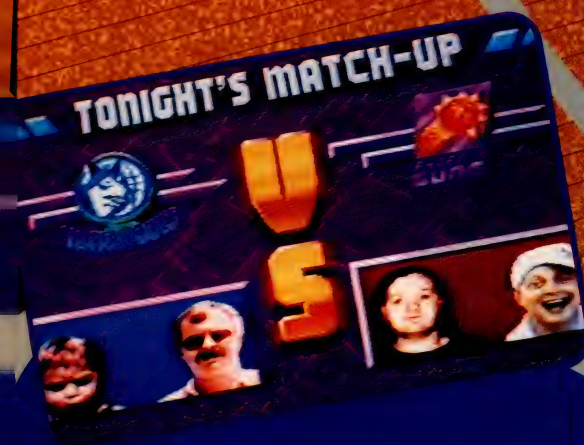
TEAM ACCLAIM

NAME	NICKNAME	INITIALS	JOYPAD COMBINATIONS
Asif Chaudhri	Chow-Chow	AMX	N, A, Y
Dan Feinstein	Weasel	RAY	B, A, N
Brett Gow	Brutah	LGN	A, B, N
Eric Kuby	Kabuki	DAN	N, B, A
Alex De Lucia	Facime	XYZ	B, B, A
Eric Samulski	Air Dog	AIR	Y, N, B
Scott Scheno	Kid Silk	KSK	N, B, B
Wes Little	Scooter Pie	HTP	A, N, Y

NINTENDO HELP SYSTEM

TEAM IGUANA

NAME	NICKNAME	INITIALS	JOYPAD COMBINATIONS
Milo Stubbington	Moosekat	MPF	B, Y, N
Joy Moon	Moon	JAY	N, A, B
Chris Kirby	Kirby	CK_	B, N, Y
Snake Palmer	Snake	GOF	A, Y, B
Jason Falcus	Falcus	JF_	A, N, Y
Mike Muskett	Muskett	MCM	B, B, Y
Neil Hill	Hill	NDH	A, B, A



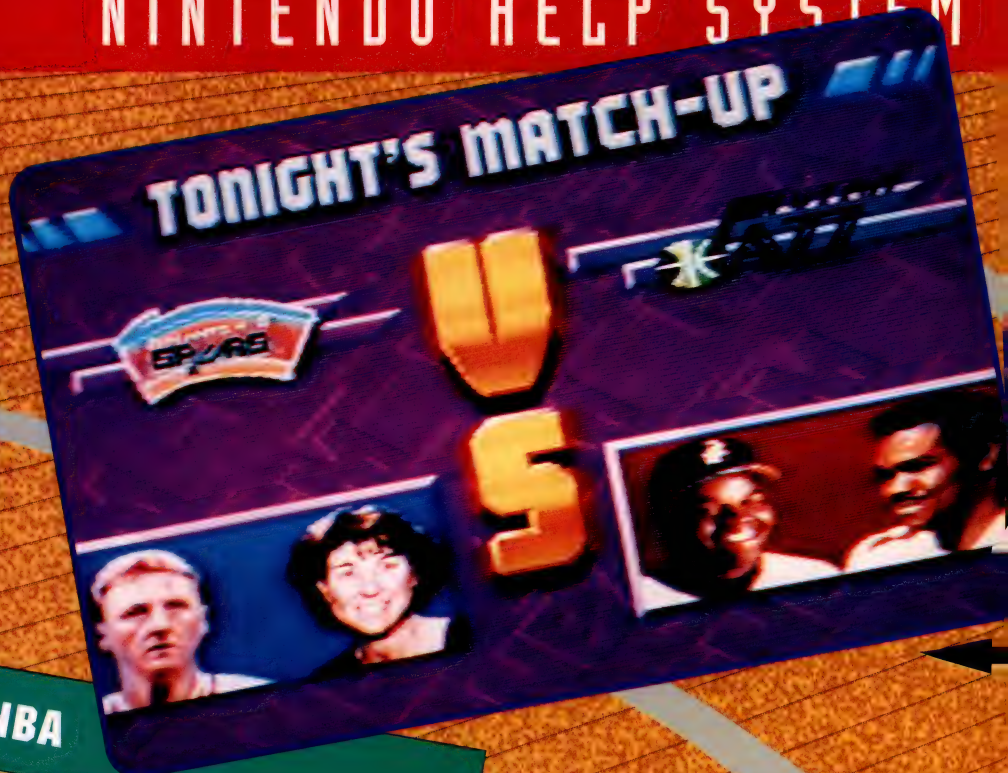
TEAM WILLIAMS

NAME	NICKNAME	INITIALS	JOYPAD COMBINATIONS
Mark Turmell	Turmell	MJT	A, N, A
Jamie Revitt	Revitt	RJR	N, A, Y
Sal Divita	Divita	SAL	A, Y, N
Shawn Liptak	Liptak	SL_	N, B, B
Tony Goskie	Goskie	TWG	B, N, A
John Carlton	Carlton	JMC	Y, Y, B



TEAM MORTAL KOMBAT?

There are rumours that the cast of Mortal Kombat are hidden somewhere in the circuitry of NBA Jam Tournament Edition. Have you seen them? We want to know!



TEAM NBA

NAME	NICKNAME	INITIALS	JOYPAD COMBINATIONS
Larry Bird	Bird	BRD	A, Y, A
Carol Blazekowski	Blaze	BLZ	Y, N, Y
Mascot Bull	Benny	BNY	B, N, Y
Mascot Hornet	Hugo	HGO	N, Y, A
Mascot Wolf	Crunch	CRN	A, B, N
Mascot Gorilla	Suns Gorilla	GOR	N, B, B



CHEATS

Pssst! Hey kid! You wanna know a few more top cheats for this top cart? You do? Then take a sneak peek at these babies. Cheap too, but you gotta input them quickly when you see the Tonite's Match Up screen. If you're really speedy you'll be able to enter at least two at once, here's the key...

U - UP
R - RIGHT
B - BUTTON B

D - DOWN
L - LEFT
A - BUTTON A

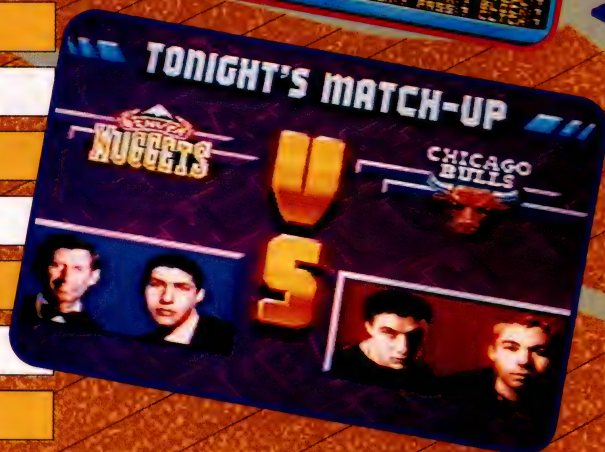
CHEATS WITH MESSAGES DISPLAYED

SHOT PERCENT DISPLAY	U, U, D, D, B
QUICK HANDS (BETTER INTERCEPTION)	L, L, L, L, A, R
MAX POWER (INCREASE POWER)	R, R, L, R, B, B, R
POWER-UP GOAL TENDING	R, U, D, R, D, U
POWER-UP FIRE	D, R, R, B, A, L
POWER-UP TURBO	B, B, B, A, D, D, U, L
POWER-UP OFFENCE	A, B, U, A, B, U, D
POWER-UP 3 POINT % INCREASE	U, D, L, R, L, D, U
POWER-UP DUNKS	L, R, A, B, B, A
POWER-UP PUSH	D, R, A, B, A, R, D

NINTENDO HELP SYSTEM

TEAM CELEBRITY

NAME	NICKNAME	INITIALS	JOYPAD COMBINATIONS
Bill Clinton	B Clinton	CIC	A, N, B
Hillary Clinton	H Clinton	HC_	N, B, N
Prince Charles	Charles	ROY	B, A, N
Heavy D	Heavy D	HVY	A, N, B
Jazzy Jeff	Jazzy Jeff	JAZ	Y, A, A
Will Smith	Fresh Prince	WIL	Y, B, N
Frank Thomas	Thomas	SOX	B, N, A
Randall Cunningham	Cunningham	PHI	N, A, Y
Mike D	Mike D	MKD	Y, N, Y
Adrock	Adrock	ADR	N, Y, B
MCA	MCA	MCA	B, B, N



SNEAKY CHEATS WITHOUT MESSAGES

PUSH ONE OPPONENT AND BOTH FALL	U, U, U, U, L, L, L, A, A
PUSH ONE OPPONENT AND TEAMMATE FALLS	U, U, U, U, L, L, L, A, B
TELEPORT PASS	U, R, R, L, A, D, L, L, R, B
HIGH SHOTS	U, D, U, D, R, U, A, A, A, D
SPEED-UP	U, U, U, U, L, L, L, L, B, A
SLIPPERY COURT	A, A, A, A, A, R, R, R, R, R



EXTRA SPECIAL CHEATS

To enter the following most secret of cheats enter the following code on the Title Screen:
Y, UP, DOWN, B, LEFT, A, RIGHT, DOWN.

CHEAT TO BEAT 26 TEAMS Enter END initials

CHEAT TO BEAT 27 TEAMS Enter JAM initials



THE MOST MONSTROUS PLAYERS UNNATURAL

Last month NMS introduced you to the basic game-play elements of Killer Instinct, showing the spectacular results gained when everything is brought together with perfect timing. As we've had so many people asking for precise moves over the past few weeks, we're printing the pick of the crop for you. Over the next four pages we showcase the exact techniques required to execute combination moves, of the kind that make the hairs on the back of your neck stand on end! We've also a cheat that frees Eyedol for selection as a human-controlled player together with an unbeatable 99-hit combo for the demi-god. Understand this is an on-going thing, so whatever else we hear has a place reserved in this section of the mag.



ALL YOU'LL NEED

Without basic, fundamental fighting techniques your fighter may as well apologise for his, her or its dismal presence and leave the floor. The following information may seem obvious, but the rest is useless without it.

GLACIUS



KILLER MOVES

Ice Lance: Forward, Down with Quick High
Floor Surf: Half-circle Away with Fierce High
Liquidize (Uppercut): Half-circle Towards with Quick High
Liquidize (Kick): Half-circle Towards with Quick Low
Shock Wave: Half-circle towards, with any Low
Cold Shoulder: Away, then Towards with any High

COMBO BREAKER: Away, then Towards with Fierce High

JAGO



KILLER MOVES

Endokuken: Down, Forward, Towards with any High
Wind Kick: Quarter-circle Back with any Low
Tiger Fury: Forward, Down, Forward with any High
Knife Swipe: Quarter-circle Back with Fierce High

COMBO BREAKER: Towards, Down, Towards with Fierce High

FULGORE



KILLER MOVES

Laser Storm: Quarter-circle Toward with any High
Plasma-port: Away, Down, Down-back with any button
Plasmaslice: Toward, Down, Down-toward with any High
Eyelaser: Down-Toward, Down, Down-back with Fierce Low
Cyberdash: Away, then Toward with any Low
Reflect: Quarter-circle Away with any Punch

COMBO BREAKER: Towards, Down, Towards with Fierce High

ORCHID



KILLER MOVES

Lasaken: Quarter-circle Towards with any High
Flik Flak: Away, then Towards with any Low
Fire Cat: Away, then Towards with any High
Niguu Giri: Down-towards, Down, Down-back with Fierce High
Ichi (Ni-San): Down-towards, Down, Down-back Quick High

COMBO BREAKER: Away, then Towards with Fierce Low

ER'S GUIDE IN EXISTENCE!! BORN KILLERS

SHOW NO MERCY!

Those who emerge victorious are encouraged to show no mercy for their opponent. Here's how to do so with all characters, most of which have more than one to their name. Distance is very important here.

TJ COMBO

1: Half-circle Towards with Fierce Low
2: Away, Away, Toward, Toward with Medium High

JAGO

1: Away, Away, Toward, Toward with Quick High
2: Away, Away, Toward, Toward with Medium High

GLACIUS

1: Half-circle Toward with Medium High
2: Half-circle Away with Medium Low
3: Away, Away, Away with Fierce Low

SPINAL

1: Away, Away, Away, Away with Medium Low
2: Away, Away, Toward with Quick Low
3: Toward, Away, Half-circle Toward with Medium Low

B ORCHID

1: Quarter-circle Toward, Half-circle Away then Quick Low with

Fierce Low

2: Away, Away, Toward, Toward with Quick High

CHIEF THUNDER

1: Half-circle Away with Fierce Low
2: Quarter-circle Toward with Fierce High

FULGORE

1: Half-circle Away with Fierce High
2: Half-circle Toward with Fierce Low

CINDER

1: Away, Away, Away with Medium High

2: Half-circle Toward with Quick High

SABREWOLF

1: Away, Away, Toward with Medium High
2: Away, Away with Medium Low

RIPTOR

1: Half-circle Toward with Medium High
2: Away, Away, Away, Away with Medium Low
3: Toward, Toward, Away with Fierce Low

COMBO



KILLER MOVES

Powerline: Charge Away, then Towards and Fierce High

Rollercoaster: Charge Away, then Towards and Medium High

Spinfist: Charge Away, then Towards and Quick High

Cyclone: Rapidly Tap Fierce High

Knee KO: Charge Away, then Towards and any Low

COMBO BREAKER: Away, then Towards with Fierce Low

CINDER



KILLER MOVES

Inferno: Toward twice with any Low

Fireflash: Towards, Down, Down-towards with any Low

Heatfist: Away twice with Quick High

Heatsink: Semi-circle Away with Quick High

Mirage: Semi-circle Away with Quick Low

Dash: Away, then Towards with any High

Trailblazer: Toward twice with any High

COMBO BREAKER: Towards, Down, Towards with Fierce Low

THUNDER



KILLER MOVES

Sammamish: Half-circle Away with Quick Low

Reverse Sammamish: Half-circle Towards with Quick Low

Fiery Phoenix: Half-circle Towards with any High

Spinning Back-fist: Away, then Towards with any High

COMBO BREAKER: Half-circle Away with Fierce High

SABRE



KILLER MOVES

Sabrespin: Away then Towards with any High

Flaming Bat: Quarter-circle away with any High

Howl: Down-towards, Down, Down-back with Fierce Low

Sabrepounce: Away, then Towards with Fierce Low

Sabrecut: Away, then Towards with Medium Low

Sabreroll: Away, then Towards with Quick Low

Reverse Sabrespin: Towards, then Away with Medium High

COMBO BREAKER: Away, then Towards with Medium Low

THE MOST MONSTROUS PL UNNATURAL I

TWENTY LEFT FEET!

Another way to disgrace a fallen adversary is to have him, her or it perform the Funky Chicken. Only try these when still on the first energy bar, otherwise the loser won't 'do it'; they just won't dance.

TJ COMBO

Down, Down, Down with Quick High

JAGO

Half-circle Away with Medium Low

GLACIUS

Toward, Toward, Away with Quick Low

SPINAL

Quarter-circle Toward with Fierce Low

ORCHID

Half-circle away with Fierce High

FULGORE

Half-circle Toward with Medium Low

CINDER

Away, Away, Away, Away with Fierce Low

SABREWOLF

Toward, Toward with Quick High

ULTRA COMBOS!

Impress Gran with this bumper collection of Ultra Combos.

TJ COMBO

Away, press and hold Toward, Medium High, Toward, Away, Quick High, Medium Low, Toward, Away, Quick High, Medium Low, Toward, Away, Quick High, Medium Low, Toward, Quick Low, Away, Fierce High. Wait, then Away, Toward with Fierce High.

JAGO

Down, Toward, Down, Away, Fierce Low, Medium Low, Medium Low, Down, Toward, Down, Away, Fierce High, Medium Low, Medium Low, Quick Low, Down, Toward, Down, Away, Quick Low.

GLACIUS

Away, Toward, Fierce High, Toward, Medium High, Medium High, Away, Medium High, Medium, High, Medium High, Toward, Fierce High. Wait, then Half-circle Toward with Fierce Low.

SPINAL

Fierce Low, Toward, Toward, Fierce High, press and hold Toward with Medium High, Away, Medium High, Toward, Toward, Fierce High plus Fierce Low, Toward, Toward, Fierce High plus Fierce low, Fierce Low, Toward, Toward, Fierce High, press and hold Toward, Medium High, Medium High, Away, Medium High, Medium High, Fierce High, Fierce High, Half-circle Toward with Fierce High. Extra hits are scored for each skull stored.

B ORCHID

(Away, Toward, Fierce Low, Quick High) X 3, press and hold Toward then Away, Medium Low, Quick High, Away, Toward, Medium High then catch on the drop with Lasaken (fireball).

CHIEF THUNDER

Down, Away, Medium Low, Toward, Fierce High, Medium High, Away, Medium High, Fierce Low, Away, Toward, Quick High wait for the drop then Half-circle Toward with Medium Low.

FULGORE

Away, Toward, Fierce Low, Fierce Low, Down, Toward, Down, Away, Fierce Low, Fierce Low, Fierce Low, Toward, Down, Toward, Quick High wait then Toward, Toward, Away, Down, Toward with Quick High.

CINDER

Away, Toward, Fierce High, Fierce High, Toward, Toward, Toward, Fierce High then Toward, Down, Toward, Fierce Low, wait for the drop then Toward, Toward with Fierce High.

SABREWOLF

With his energy bar on the white line, press Down, Away, Fierce Low, Toward, Fierce High, Toward, Fierce Low, Fierce Low, Away, Medium High, Toward, Medium High, Away, Quick Low. Wait, then Away, Toward, Fierce Low.

RIPTOR

Away, Toward, Medium Low, Toward, Fierce High, Fierce High, Fierce High, Away, Quick Low. Wait, then Half-circle Away with Quick High.

EYEDOL

Away, Toward, Quick High, Medium Low, Medium Low, Away, Toward, Fierce High. Wait, then Away, Toward, Quick high, Toward, Away, Quick High - repeat until the opponent hits the floor for 80 hits.

SPINAL



KILLER MOVES

Skele-port (behind): Down twice with any Low

Skele-port (face forward): Down twice with any High

Skele-port (in air): Press and hold Quick High or Quick Low, Down twice then release the button

Power Devour: Hold Away and press Quick High

Searing Skull: Quarter-circle Towards with any High

Soulword: Away then Towards with Medium High

Boneshaker: Toward, Toward with any High

Super Seaing Skull: Semi-circle toward with Fierce High

COMBO BREAKER: Towards twice with Medium High

RIPTOR



KILLER MOVES

Spit Venom: Half-circle

Away with any High

Shoulder Charge: Away, then Towards with any High

Rake: Away, then Towards with any Low

Leg Breaker: Half-circle Towards with Medium Low

Tear Upper-cut: Half-circle Away with Quick Low

Crouching Venom: Quarter-circle Away with any button

COMBO BREAKER: Away, then Towards with Fierce Low



ER'S GUIDE IN EXISTENCE!! ORN KILLERS

ULTIMATE COMBOS!

Arguably the most impressive moves in the game; Ultimate Combos are used to finish a challenger with finesse. The final move is the key element, but the examples chosen here work best together.

TJ COMBO

Away, press and hold Toward, Medium High, Half-circle back with Medium Low.

CINDER

Away, Toward, Fierce High, Fierce High, Fierce High, Half-circle toward with Medium Low.

JAGO

Down, Toward, Down, Away, Fierce Low, Medium Low, Half-circle Toward with Fierce High.

GLACIUS

Away, Toward, Fierce High, Medium High, Medium High, Down, Toward, Down, Away with Quick High.

SPINAL

Away, Toward, Medium High, Fierce High, Fierce High, Down, Toward, Down, Away with Quick High.

B ORCHID

Away, Toward, Fierce Low, Quick High, Quick High, Quick High, Down, Toward, Down, Away with Medium Low.

CHIEF THUNDER

Away, Toward, Fierce High, Fierce Low, Down, Toward, Down, Away with Medium High

FULGORE

Away, Toward, Fierce low, Fierce Low, Fierce Low, Down, Toward, Down, Away with Medium High.

SABREWULF

Away, Toward, Fierce Low, Fierce Low, Fierce Low, Half-circle Toward with Fierce High.

RIPTOR

Away, Toward, Medium High, Fierce High, Fierce High, Half-circle Toward with Quick High.

SECRETIVE 'SECRETIVE' STUFF

Only read the following information if: a) You have the intelligence to understand it, and b) You have the nerve to use it in once you do. NMS accepts no responsibility for the attention you will receive from sad games players once a knowledge for these techniques has been demonstrated for the first time. In fact to those of you who've read this far: we hereby officially disown you.

SPINAL MORPHINOCITY

Hades' champion may morph into the form of his opponents when finishing them with high-scoring combos. Simply Skele-port sometime during the combo and see what happens. Confirmed morphinations include: Jago - Down, Down, Quick Low then Up; and Chief Thunder - Down, Down, Quick Punch then Up. It's possible to morph into any character in the Ultratech Contest.

BE EYEDOL!

No phone calls please - this is no April Fool! The secret of how to compete as Eyedol is out, and it goes a lot like this:

Highlight Riptor then press and hold Quick High, Medium High and Quick Low. When the vs animation appears push Left on the Joystick, let go then press and hold Medium High, Fierce High plus Fierce Low and quickly push Right on the Joystick. When the machine calls upon Eyedol's name you know the cheat has worked. His moves are as follows:

HEADBUTT: Away, then Toward with Quick High

THE 'MICHEAL' ROD: Away, then Toward with Fierce High

FOOT STOMP: Hold Away while tapping Medium High

FIREBALL: Quarter-circle Toward with any High

Power Leap: Away, then Toward with any Low

FIREBALLS WITH FOOT STOMP: Half-Circle

Toward with any High

SUPER CHARGE WITH FOOT STOMP: Hold away then Toward with Quick High

COMBO BREAKER: Away, then Toward with Fierce High

The Foot Stomp serves to enrage Eyedol so that any move he performs after doing so for an extended period of time is Ultra damaging! Of course if you're after causing the ultimate in damage to your opponent, you might want to try this 99-hit 'Juggle' combo:

Away, then Toward with Quick High. Medium Low twice while holding Away then Toward with Fierce High while holding Away then Toward using Quick High. The last move shown as a head butt is repeated over and over, aiming to prevent the unfortunate victim from ever regaining their feet.

OTHER STUFF!

TURBO SPEED

Maybe Killer Instinct doesn't play fast enough for you? With this cheat it does: Press and hold Toward with all the High buttons on both sides after selecting a fighter, and keep everything pressed until the match starts.

CINDER TELEPORT

After a Combo Breaker, hit back with a Fireflash

using Fierce Low, then a Mirage. Keep Quick High pressed teleports Cinder behind his opponent - sort of.

STUFF

A helping hand; claw; whatever for all those who now find themselves with a fistfull of techniques but don't have a clue where to put them...

TJ COMBO'S SHADOW COMBOS

1: Away, Toward, press and hold Fierce High, Medium Low, Medium Low, Toward, Away, Quick Punch, release Fierce High.

2: Away, Toward, press and hold Medium High, Medium Low, Medium Low, Toward, Away, Quick High, Medium Low, Medium Low, Away, Toward, release Medium High.

3: Away, Toward, press and hold Fierce Low, Medium Low, Medium Low, Toward, Away, release Fierce Low.

IT'S IN THE AIR

Certain moves work when fighters meet in the air, after scoring a hit with Fierce Low. Remember to charge fighters' moves such as TJ's Knee KO as soon as their feet have left the ground.

TJ Combo: Knee KO

Jago: Wind Kick

Gladius: Cold Shoulder

Sabrewulf: Sabrecut

Riptor: Rake

B Orchid: Fire Cat (Wow!)

Fulgore: Plasmallice

Spinal: Soul Sword

Chief Thunder: Fiery Phoenix

STAGE & MUSIC SELECT

As promised last month, here's how to access every stage and chose any back-ground music you wish from the Character Select screen:

Canyon: Down plus Quick High

Alter: Down plus Medium High

Lower Warehouse: Down plus Fierce High

Alleyway: Down plus Quick Low

Chateau: Down plus Medium Low

Factory: Down plus Fierce Low

Ice Temple: Up plus Quick High

Dungeon: Up plus Medium High

Ice Temple 2: Up plus Fierce High

Castle Roof: Up plus Quick Low

Skyscraper: Up plus Medium Low

Inner Bounds of Hell: Up plus Fierce Low

Sky Palace: Down plus Medium Low on both sides.

Desert Top: Down plus START.



SPAWN

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